

**GAME PLAYERS
PREMIER ISSUE!**

**Yo,
Bubsy!**



The BEST Game Magazine!

GP Publications, Inc.

Game Players

NINTENDO • SEGA

Shining Force

Star Fox

SPECIAL

Street Fighter Issue!

Genesis Champion Edition

**"Son of SF" — More
SNES Combat**

16-Bit Wars

— Who's Winning?

Sneak Peek

Nintendo's CD-ROM

**American
Gladiators™
Sweepstakes!**

\$3.95 U.S. & CANADA Vol. 6, No. 6
JUNE 1993



Not affiliated with Nintendo of America Inc. or Sega of America Inc.



In a sea of Super NES™ controllers,



SLEEK. EFFICIENT. EVEN FEARED.
ONLY ONE CONTROLLER STRIKES
WITH THIS KIND OF POWER. ONLY ONE
CONTROLLER CAN INSPIRE TERROR IN THE HEART OF
YOUR OPPOSITION, OR GIVE YOU THE EDGE AGAINST THE
TOUGHEST SUPER NES GAMES. WE CALL IT THE ASCII PAD.



INDEPENDENT TURBO CONTROL gives you the most powerful bite. Twenty shots per second will break your opponents down in no time.

AUTO TURBO. It's like a continuous feeding frenzy. Hands-free, and fully-automatic, too. And, like Turbo Control, you get to pick which buttons to power up.

SUPER NINTENDO
ENTERTAINMENT SYSTEM



only one's a killer.

SLOW-MOTION means you'll never rush through a meal. Get the time you need to master the newest and toughest games. After all, they're not getting any easier.

ADVANCED DESIGN AND A COMPETITIVE PRICE. When you're hungry to win, reach for the controller with some bite.

THE ASCII PAD, FOR THE SUPER NES. USE IT OR LOSE IT.



gameplayers

now with natural lemon flavoring

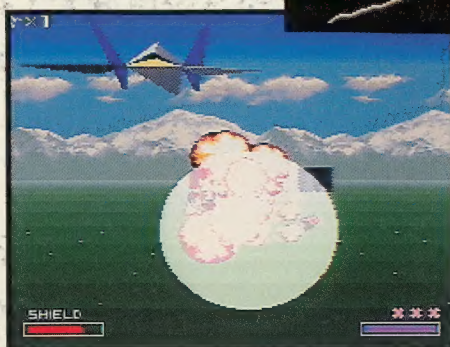


d epartments

- 8 Video Control
- 10 GP Press
- 22 GP Readers' Network
- 32 Game Players 27407
- 40 Codebreakers
- 48 TechTalk
- 126 GP Sports
- 140 Ahead of the Game
- 144 BackTalk



P. 72



P. 110

f eatures

52-66

Cover Story:
Special *Street Fighter* Section
52 *SF: Champion Edition*
— New for Genesis
56 Son of *Street Fighter*.
SNES Combat Games
64 Malibu Comics' New *SF* Series

- 68 The 16-Bit Wars — Who's Winning, Who's Losing
- 72 Shining Force
- 74 Bubsy
- 82 What to Expect from Nintendo's CD
- 84 TaleSpin
- 90 Wayne's World
- 100 Tiny Toon Cartoon Workshop
- 102 Run Saber
- 106 X-Men

r eviews

- 130 Cyborg Justice
- Darkwing Duck
- Dream Probe
- Indiana Jones and the Last Crusade
- Lethal Weapon
- Push-Over
- Sumo Fighter

- 110 Star Fox
- 114 Hook
- 118 Acclaim Develops "Synthetic Animation"
- 122 Gods



june



PLAY IT IF YOU DARE

Few have faced Dracula and survived. Now it's your turn! Based on Columbia Pictures' blockbuster thriller, Bram Stoker's Dracula for the Sega CD goes straight for the jugular. Digitized scenes from the movie, 3-D graphics and incredible CD sound plunge you deep into dungeons infested with spiders and packs of bloodthirsty rats. You'll battle your way through seven terrifying levels, from the treacherous mountains and forests of Transylvania all the way to Castle Dracula. And just like in the movie, Dracula will attack as a bat, a vicious wolf, even an old man. But whatever form Dracula takes...make no mistake, he must be stopped! Bram Stoker's Dracula. IT'S A WHOLE NEW GAME.

Coming soon for SNES, NES, Game Boy, Genesis and Game Gear.



Bram Stoker's Dracula is distributed by Sony Imagesoft, 9200 Sunset Boulevard, Suite 820, Los Angeles, CA 90069. Sony Imagesoft and Imagesoft are trademarks of Sony Electronic Publishing Company. © 1992 Sony Electronic Publishing Company. Bram Stoker's Dracula™ is a trademark of Columbia Pictures Industries, Inc. © 1992 Columbia Pictures Industries, Inc. All rights reserved. Nintendo, Nintendo Entertainment System, Game Boy, Super Nintendo System and the Official Seals are registered trademarks of Nintendo of America Inc. © 1992 Nintendo of America Inc. Sega, Sega CD, Genesis, Game Gear are trademarks of Sega Enterprises Ltd.

Product Information Number 227

Video Control

Here it is — full of blood and sweat and tears and overtime. Quite frankly, we're pretty darn proud of it. The first *Game Players Nintendo-Sega* is the result of a lot of effort by us here in the office and by you readers as well. Your letters telling us what we were doing right and wrong were really a big help when it came time for the Big Overhaul.

As I said last month, there are a lot of reasons we decided to combine our Nintendo and Sega magazines. For one thing, a lot of Nintendo players also own Genesis, Game Gear, and/or Sega CD systems. The reverse is also true — Genesis owners are playing Super Nintendo, too.

The latest figures we have, supplied by the market-research firm of Fairfield Research, show that of the 11.2 million game systems sold during 1992, two-thirds (7.4 million) were sold to households that already had at least one game system. And as of last November, 35 percent of SNES households later bought a Genesis and 37 percent of Genesis owners subsequently purchased an SNES — by this month

U.S. Multi-Game Ownership of Both SNES and Genesis

November 1992

SNES Household/then bought Genesis.....**35%**
Genesis Household/then bought SNES.....**37%**

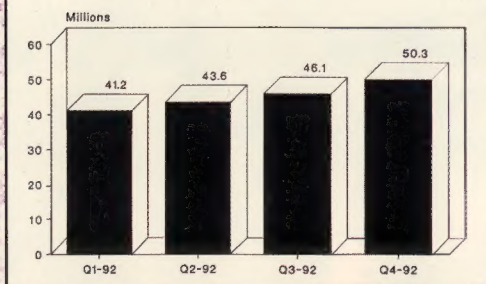
June 1993

SNES Household/then bought Genesis.....**44%**
Genesis Household/then bought SNES.....**56%**

our *Nintendo Guide* or *Sega Guide* ever were — or could ever hope to be. Nintendo fans aren't *losing* any coverage; you're getting even more. And since Sega players are now getting a *monthly* magazine instead of a bimonthly, you're getting *twice* the coverage as before.

Here's a brief explanation of some of the changes we've made and the departments we've added:

Installed Game Systems 1992 Growth Rate



Fairfield Research, Inc.

We're sure you've also noticed how many game publishers are publishing the same title for different systems. Now that Konami and Capcom are both Sega licensees, you can expect even greater crossover. Games like *Shadowrun*, *Mortal Kombat*, *Hook*, and *Bubsy* are just a few of the titles available for both Sega and Nintendo systems. And the number's going to increase every year.

So that's *why* the new *Game Players*. As you can see, it's much larger than either

EXECUTIVE EDITOR
Selby Bateman

SENIOR ART & DESIGN DIRECTOR
Amy L. Pruette

EDITORIAL DIRECTOR
Lance Elko

EDITOR
Leslie Mizell

MANAGING EDITOR
Gary James

DIRECTOR OF GAME TESTING
Vincent G. Matthews

ASSISTANT EDITORS
**Jeff Lundrigan • Phill Powell
James C. Slate**

CONTRIBUTING EDITORS
Todd Mowatt • Michael Meyers

PRODUCTION DIRECTOR
Irma Swain

ART DIRECTOR
Laura C. Morris

GRAPHIC ARTISTS
**Scotty L. Billings • Jan J. Sebastian
Mike Wilmoth**

CONTRIBUTING ARTIST
Jacalyn Romano

PUBLISHER
Michael J. Romano

VICE PRESIDENT, FINANCE/CFO
Tom Valentino

CIRCULATION MANAGER
Jeanne-Marie Duffy

NATIONAL SALES MANAGER
John G. McMahon

MARKETING MANAGER
Kathleen H. Ingram

PRODUCTION COORDINATOR
Pamela Lambert

Game Players Nintendo-Sega (ISSN-1068-1809) is published monthly by GP Publications, Inc.; 23-00 Route 208; Fair Lawn, NJ 07410, USA. Second class postage paid at Greensboro, NC, and additional mailing offices. Newsstand distribution is handled by the Curtis Circulation Company. Subscriptions: One year (12 issues) U.S.: \$26.50. Canada: \$41.20. Canadian price includes postage and GST (#128220688). Outside U.S. and Canada: Add \$2 per issue.

For customer service, write *Game Players* Customer Service Dept.; 23-00 Route 208; Fair Lawn, NJ 07410, or call (201) 703-9505. Postmaster please send change of address to *Game Players Nintendo-Sega*; 23-00 Route 208; Fair Lawn, NJ 07410.

Corporate, advertising sales, circulation, customer service, and dealer sales offices: 23-00 Route 208; Fair Lawn, New Jersey, 07410. Phone: (201) 703-9500; FAX: (201) 703-9509.

Editorial and production offices: 300-A South Westgate Drive; Greensboro, North Carolina, 27407. Phone: (919) 852-6711. FAX: (919) 632-1165. Editorial product information should be addressed to Editor; *Game Players Nintendo-Sega*; P.O. Box 29364; Greensboro, NC 27429, USA. Overnight delivery parcels should be addressed to *Game Players*; 300-A South Westgate Drive; Greensboro, NC 27407. Unsolicited manuscripts cannot be returned or acknowledged.

GP Publications, Inc., also publishes *Game Players PC Entertainment*, *CD-ROM Today*, *Computer Entertainment News*, and *Game Players Encyclopedias* covering Nintendo, Sega, and PC games.

Entire contents copyright 1993, GP Publications, Inc. All rights reserved. Reproduction in whole or in part without permission is prohibited. *Game Players* and *Game Players Encyclopedia* are trademarks of GP Publications, Inc. Products named in these pages are trademarks or trademarks of their respective companies. GP Publications, Inc., is not affiliated with the companies or products covered in *Game Players Nintendo-Sega*.

Produced in the United States of America.

the changing face of GP

those numbers were projected to have jumped to 44 and 56 percent, respectively.



Photo Credit: Sidney Baldwin.

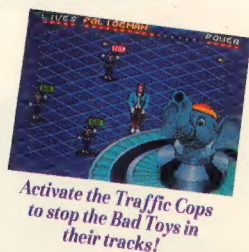
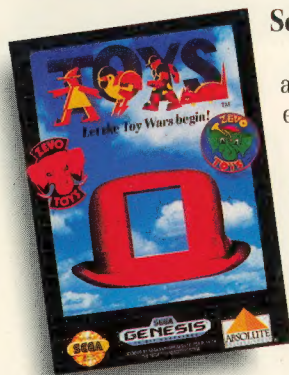
Something is very wrong at the Zevo Toy Factory.

Ever since the evil General Zevo took charge, he's been manufacturing an army of deadly military weapons disguised as toys that threaten to destroy everything in their path and take over the factory forever!

Only the General's nephew, Leslie, can stand up to the power-hungry madman! Armed with hundreds of Good Toys that can hold their own against the toughest of Bad Toys, Leslie enters into war. And with allies like the spring-attack Jack-in-the-Boxes and rapid-fire Peanut Guns, Leslie's ready to take on anything the General can throw at him!

- Hundreds of Good Toys at your command, each with their own special actions!
- Incredible graphics, sound effects, and over 1,000 frames of animation!
- Based on the film directed by Academy Award-winner Barry Levinson!

Designed by David Crane & Alex DeMeo.



CALL FOR A FREE VIDEOTAPE OF HIGHLIGHTS FROM TOYS AND OTHER ABSOLUTE GAMES! (\$4.00 handling charge for each tape, applicable toward a purchase of TOYS. Ask the operator for details.)



TOYS TM & © 1992 Twentieth Century Fox Film Corporation. All Rights Reserved. Published by Absolute Entertainment, Inc., P.O. Box 116, Glen Rock, NJ 07452. Absolute Entertainment is a registered trademark of Absolute Entertainment, Inc. All Rights Reserved. Nintendo, Super Nintendo Entertainment System and Official Seals are trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc. Licensed by Sega Enterprises, Ltd. for play on the Sega™ Genesis™ System. Sega, Genesis and Sega Seal of Quality are trademarks of Sega Enterprises Ltd. © 1993 Absolute Entertainment, Inc. All Rights Reserved.

Product Information Number 100

TAKE ON THE PROS!

R.B.I. '93 puts you into the big leagues with nearly 700 REAL Major League Baseball Players from all 28 professional rosters, including Colorado and Florida.

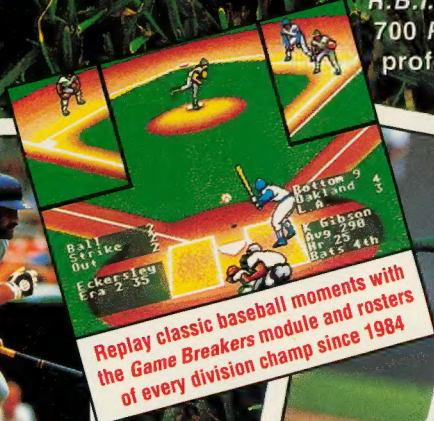
Plus you'll face them on their own turf—from Chicago's friendly confines to the Big Green Monster in Boston.

So before you pick up a baseball game for your Genesis, make sure it's not one of those bush-league efforts with phony stadiums and fake player names taken from the local phone book.

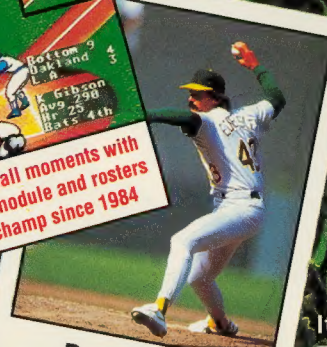
It's easy, just look for R.B.I. '93... it's the only game in town.



KIRK GIBSON



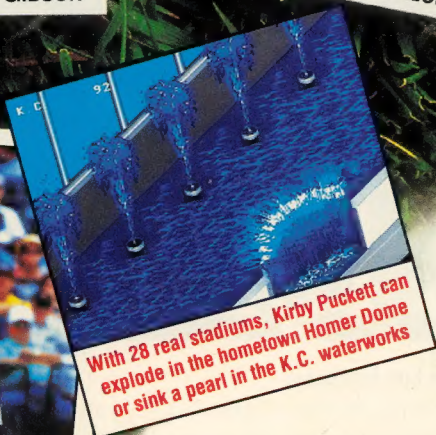
Replay classic baseball moments with the Game Breakers module and rosters of every division champ since 1984



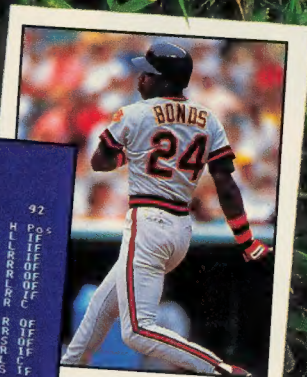
DENNIS ECKERSLEY



KIRBY PUCKETT



With 28 real stadiums, Kirby Puckett can explode in the hometown Homer Dome or sink a pearl in the K.C. waterworks

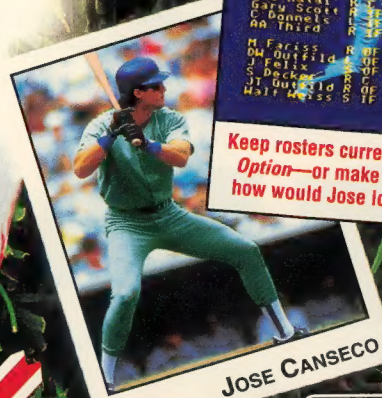


BARRY BONDS

**TEAM CREATION
SELECT YOUR LINEUP**

Florida '92			Texas '92		
Line up			Line up		
1 Chuck Carr	R	OF	1 Jeff Huson	R	OF
2 Barberie	R	OF	2 R. Palmeiro	R	OF
3 Canseco	R	OF	3 D. Palmer	R	OF
4 Bob Matal	R	OF	4 J. Gonzalez	R	OF
5 Gary Scott	R	OF	5 K. Canseco	R	OF
6 Daniels	R	OF	6 K. Reimer	R	OF
7 AA Third	R	IF	7 B. Dominga	R	IF
8 M. Fariss	R	IF	8 Rodriguez	R	IF
9 M. Outfield	R	IF	9 M. Fariss	R	IF
10 Felix	R	IF	10 D. Thon	R	IF
11 Deckard	R	IF	11 Canseco	R	IF
12 J. Outfield	R	IF	12 Jeff Frye	R	IF
13 Hall Weiss	S	IF	13 G. Parrilli	R	IF
			14 A. Reuban	S	IF

Keep rosters current with Create Team Option—or make your own trades... how would Jose look in Florida teal?



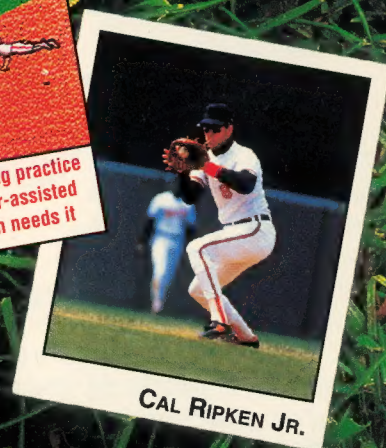
JOSE CANSECO

TENGEN
VIDEO GAMES

RBI! '93 BASEBALL



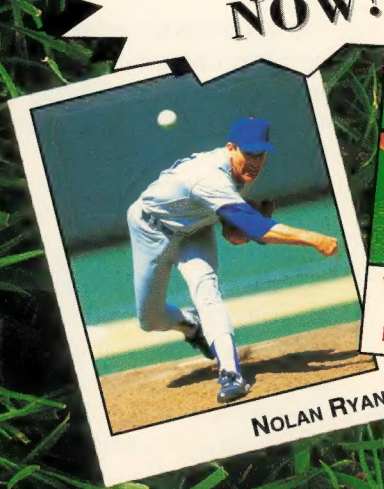
MARK MCGWIRE



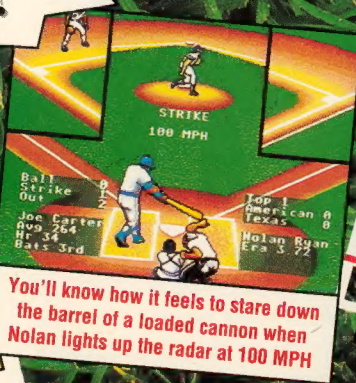
CAL RIPKEN JR.

- Biggest-selling baseball series in video-game history
- Improved and upgraded gameplay features, including *Home Run Derby*, *Fielding Practice* and *Individual Player Performance Stats*
- Full player rosters for all 28 professional teams—including new Colorado and Florida franchises
- Real, fully detailed home stadiums for all 28 teams

AVAILABLE
NOW!



NOLAN RYAN



Sega and Genesis are Trademarks of Sega Enterprises, Ltd.
RBI: TM Atari Games; Licensed to Tengen, Inc. ©1993 Tengen, Inc.



RATINGS

One thing you readers complained about was our single-score ratings, which simply gave an overall score for the game. Our new ratings evaluate games in six separate categories: graphics, sound effects, music, bells & whistles (special options or other "extras"), game control, and replay value. It's important to realize that not every category equally influences the game's overall



score.

For example, you wouldn't fault a fantastic arcade game because it has an annoying soundtrack, and you wouldn't mark down a terrific puzzle game because it leaves something to be desired in the graphics department.

We've also adapted our game ratings so they apply to joysticks and other peripheral equipment (Menacer, Power Glove, Activator, and so on) as well. This gear is rated for accuracy, comfort, special features, bang for the buck (does it give you your money's worth), game support (are there enough titles for the peripheral to make it worth your while), and originality.

GP PRESS

We've expanded our news column so that it not only covers the game industry, but also film, comic books, trading cards, books, and all the other things you're interested in. There's also a *lot* more coverage — more than twice as much, in fact!

GP READERS' NETWORK

This is one improvement we're most excited about. The Readers' Network really gives you a chance to get things off your chest. Give us your opinion on *anything* in the game industry. Do carts cost too much? Is there a character you're sick of seeing? Do you love our new look? Do you hate it? Tell us about it — and tell us any hour of the day, any day of the week. We've set up a fax line just for our readers, and we've

got mailboxes on Compuserve and Genie online services, too. Hey — we even accept your letters — especially if they're sending us your game designs, *Mario Paint!* artwork, or hot tip for the latest game.

There's only one thing the Readers' Network isn't — it isn't a hint line. Any game advice should still be directed to that department, which brings us to...

GP 27407

This is our mail column (if the makers of a certain Fox TV show don't make us change the name). Nothing much changes here — you can still expect the answers to your most puzzling, frustrating game problems.

CODEBREAKERS

Look here for hot codes, passwords, and secrets. Astonish your friends! Amaze your neighbors! Astonish your dog!

NOW PLAYING

When it premier's next month, you can read Now Playing to find out exactly what games are expected to hit store shelves during the month, as well as get a capsule review of the game and a repeat of our rating if the game's already been covered.

TECHTALK

TechTalk gives us an opportunity to examine new products and technological trends. Look here for the button configuration of the latest controller, the wackiest new gadget from the Consumer Electronic Shows, or the most amazing new development in microchips. Don't look here for techno-speak you can't understand. We want to give you information you can use even *without* a Ph.D. in engineering.

GP SPORTS

By combining our sports coverage into one section — and largely written by our sports editor, Mike Meyers — we're opening the door for more comparisons between, for instance, the latest golf games. We're also going to talk to sports legends and game designers to stay on the ball, so to speak, about new releases.

AHEAD OF THE GAME

As soon as we see what a game looks like, we want you to see it, too. Ahead of the

NATIONAL ADVERTISING SALES:

Michael J. Romano
GP Publications, Inc.
23-00 Route 208
Fair Lawn, NJ 07410
(201) 703-9500
fax: (201) 703-9509

REGIONAL ADVERTISING REPRESENTATIVES:

EAST:

Peter Mayer
GP Publications, Inc.
23-00 Route 208
Fair Lawn, NJ 07410
(201) 703-9500
fax: (201) 703-9509

MIDWEST:

Norman Kamikow
Kamikow & Co.
676 St. Clair St.
Suite 1900
Chicago, IL 60611
(312) 664-7878
fax: (312) 664-0714

NORTHWEST:

Ed Winchell
Pacific Media Sales, Inc.
27 Bay Laurel Court
Scotts Valley, CA 95066
(408) 438-5654
fax: (408) 438-8999

SOUTHWEST:

Ed Winchell
Pacific Media Sales, Inc.
2615 190th Street
Redondo Beach, CA 90278
(310) 372-6858
fax: (310) 372-8175

Doug Faust
The Faust Company
25050 Madison Street
#101
Torrance, CA 90505
(310) 373-9604
fax: (310) 373-8760

MARKETPLACE ADVERTISING:

GP Publications, Inc.
23-00 Route 208
Fair Lawn, NJ 07410
(201) 703-9500

Please send all advertising materials to
Pamela Lambert, Production Coordinator;
Game Players; 300-A South Westgate Drive;
Greensboro, NC 27407

Game previews the newest titles — games coming out this month, next month, or six months down the line. You can check out the developer, the meg size, and the initial graphics.

BACKTALK

This is our catch-all column where we'll talk about whatever's on our mind in a given month. It's all ripe for the picking: pirate boards, trends in gaming, the weather — even our competition. You never know what to expect, and, to be honest, we don't either!

Leslie Mizell
Editor

SPACE.



IN YOUR FACE.

NEW
FOR THE
SEGA®
GENESIS®



WarpSpeed's™ full screen, first-person cockpit perspective puts you so close to the combat that your eyebrows may get scorched. Pilot one of four heavily armed Starfighters against multiple alien races. 16 hyper-fast enemy spacecraft come right at you in seven blazing battle scenarios.



— spinning, firing and flying with fluid 3-D animation. Over 500 way cool combat locales keeps the fighting fresh.

WarpSpeed for the Sega® Genesis® and Super NES™ Guaranteed to rearrange your face.

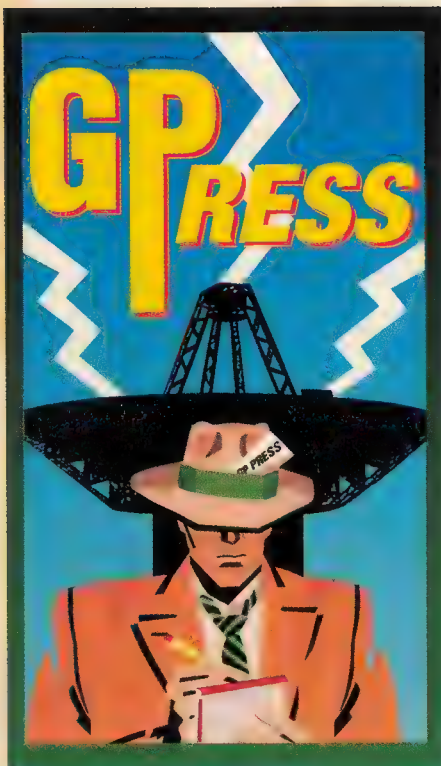
To order, visit your favorite video retailer or call 1-800-245-7744.

WARPSPEED™

Sega and Genesis are trademarks owned by Sega Enterprises, Ltd. Accolade, Inc. is neither affiliated with nor a licensee of Sega Enterprises, Ltd or any of its affiliates. Super NES is a trademark of Nintendo of America, Inc. WarpSpeed is a trademark of Accolade, Inc.

©1993 Accolade, Inc. All rights reserved.

ACCOLADE
Product Information Number 105

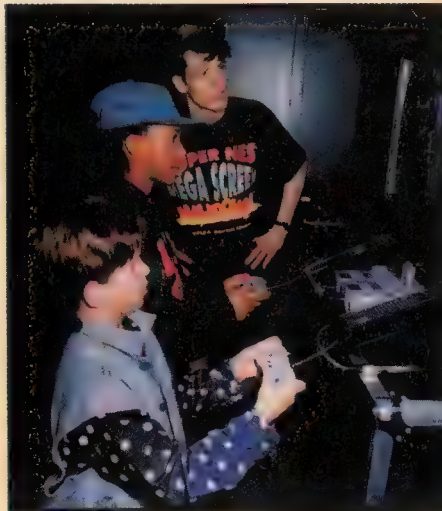


The Mega Screen Meltdown

Have you ever wondered what it would be like to play your favorite video game on the *big* screen? We're not talking about a 30-inch television screen — we're talking about the *silver screen*!

Nintendo of Canada, in conjunction with Christopher Lang, Associates Event

Management Company, and the Adcom group, has come up with a project it calls the "Super NES Mega Screen Meltdown." Before long, you may head for your local movie theatre to play video games instead of an arcade! Right now, tests are being conducted only in Cineplex Odeon Theatres in the Toronto area.



It costs \$3 (around \$2.40 U.S.) to get into an hour-long gaming session. Once you're inside the theatre, participants are chosen by answering Nintendo trivia and general music questions. Between games, drawings are held for t-shirts, movie coupons, and other prizes.

Once chosen, the gamers battle it out in *Street Fighter II* on a 10x14-foot screen. During the one-hour sessions, about 45 gamers get a chance to compete for five minutes at a time. The movie screen is split so four players have a go at the same time. Although *Street Fighter* is the current game of choice, *Star Fox*, *Super Star Wars*, *Mario Kart*, *Axelay*, and other games will be added to the Meltdown in the weeks to come.

According to Jeff Boyce, a technical adviser for the Meltdown, the process used to put SNES games onto the big screen is complex. Both hosts are equipped with a "magic wand" device that they use to scan bar codes into a portable clipboard. The wand is then aimed at the controller at the front of the theatre, and the IBM PC-2 computer performs the requested tasks. The PC-2 controls the laser-disc player — which has video clips from various films, portions of songs, and the text of the trivia questions — as well as two Super Nintendo units.

Everything is hooked together through switchers, and two projectors are used to feed the laser disc and video-game images

onto the big screen. The hosts follow scripts on their clipboards to determine when to access the laser disc information and when to put the games on-screen. The theatre's existing surround-sound system is accessed to make the Meltdown a high-tech gaming experience.

Plans are in the works to take the Meltdown across Canada and the United States in autumn. Officials from Nintendo of America were in Toronto to scope the big-screen spectacle, but there's no word yet whether the Meltdown got the seal of approval. Nonetheless, it's one heck of an idea.

—Todd Mowatt



A Yen for Spider-Man

Could Spider-Man beat The Incredible Hulk? He could in Japan, where the Webbed Wonder is the only Marvel comic-book character known to the general public. But that may be about to change.

Marvel Entertainment Group recently signed a joint venture with Shogakukan Production Co., Ltd. (Sho Pro) to publish and merchandise its characters. This is a *huge* deal for Marvel — Japan is the top comic-book market in the world! But Japan reads only its *own* comics — Captain America, the X-Men, and Marvel's other characters are virtually unknown there. Comic readers in Japan are also used to a slower-paced story printed in black and white instead of the colorful "Zap" "Pow" world of Marvel.



Blow 'em Away With The Touch Of A Button!

AVAILABLE AT



LIMITED EDITION certificate -
each one numbered and signed by the designer.



Casing

6 pounds of solid steel - the most durable joystick around!

Variable slow motion

What did you expect?

Independent auto-fire

Of course! One-auto-fire button controls all fire buttons.

LCD screen

Aids with programming and displays each move.

Real arcade fire buttons

Plastic ones just can't compete!

Action Programming buttons

Up to 6 different moves at one time!



QJ badge

Wear the badge of a true fighter - no one can beat you now!



PROGRAMMABILITY

The games are only going to get tougher. You need a real fighter on your side. And now you have one. Introducing the limited edition Top Fighter by STD, the world's first fully programmable joystick for Super NES. Just program the tough power moves into one fire button and blow away the opposition. Imagine executing a Sumo Head Butt with the touch of a button. The bosses don't stand a chance!

REAL TIME

In the heat of battle, timing is crucial. And sometimes things don't work the way you want them to. The Top Fighter puts time on your side with REAL TIME. This hot, new feature allows you to program a move into memory with the exact sequence you want and the timing you need. You decide how and when to use your best skills to destroy the enemy.

STD

*Terms used in association with Street Fighter II™ were originated by Capcom USA.
*Street Fighter II™ is a registered trademark of Capcom USA.

The Top Fighter - the way to program power.

STD Entertainment (USA), Inc.
110 Lakefront Drive • Hunt Valley, MD 21030
TEL: 410-785-5661 • FAX: 410-785-5725
Product Information Number 110

In order to create... uh... a *yen* for its characters, Marvel plans to produce a line of clothes, video games, and housewares even before the first comic book is published.



Frogs Aren't for Dissecting Anymore

Chances are that if you've dissected frogs or guppies in biology class, all you really remember is the smell of formaldehyde and that frog eyes bounce better than superballs. What a waste of a frog!

But in the next few years, kids may not be dissecting frogs at all — they might be exploring digestion and circulation on computers. Jim Moose of Winston-Salem, NC, is one of four designers of a computer program that simulates dissections of fetal pigs, frogs, worms, and fish. The four programmers hope to sell the software nationwide.

"Today's students are used to technology in the home and in entertainment," Moose, a 23-year science teacher, says. "It's a natural for them.

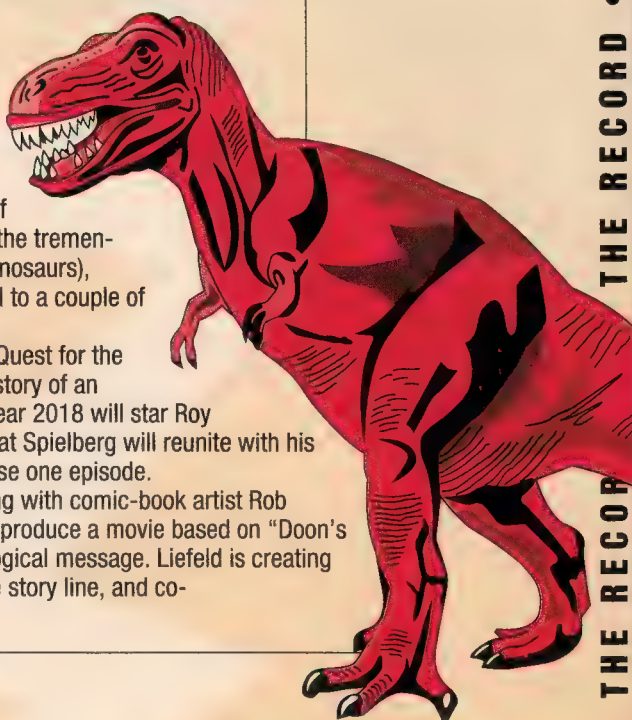
Moose's classes may not have to dissect any critters for quite some time. In appreciation for the program, IBM donated a "personal science lab" to Moose's school. It includes a computer that can be hooked up to experiments to measure temperature and other variables. It sounds more interesting than bouncing eyeballs, anyway.

Spielberg, Spielberg, Spielberg

Everywhere you look these days, you see the distinctive — and money-making — touch of Steven Spielberg. With *Jurassic Park* the talk of Hollywood (and don't forget the tremendous licensing of all those dinosaurs), Spielberg has already moved to a couple of new projects.

NBC is developing *Sea Quest* for the new TV year. This futuristic story of an undersea laboratory in the year 2018 will star Roy Scheider. And the word is that Spielberg will reunite with his *Jaws* star by directing at least one episode.

Spielberg is also working with comic-book artist Rob Liefeld (of Image Comics) to produce a movie based on "Doon's Four," a comic with an ecological message. Liefeld is creating the characters, providing the story line, and co-producing the movie.



CD Sales Soar

Sega can't make its Sega CD units fast enough to keep up with public demand. When the machine was first released before Christmas, 35,000 units sold in less than 48 hours. Sega estimated that it sold 200,000 of them before the holidays were over. Now they're forecasting that one million Sega CDs will be sold by the end of this year.

Double Dragon on TV

DIC Animation City has picked up animation rights to *Double Dragon* and plans to produce 13 half-hours for syndication this fall. The shows will be distributed as part of "Amazing Adventures." Bohbot Communications' two-hour weekend morning block of adventure cartoons. Andy Hayward, president of DIC, calls *Double Dragon* "the jewel of martial arts properties."

A Beauty for Hudson Soft

Hudson Soft will be busy this year developing *Beauty and the Beast* for Nintendo formats. Master Higgins will also make a return to Super NES in *Adventure Island II*, and there's a new five-player adapter in the works that isn't scheduled for release until mid-summer. Those plans may be hurried — we hear other companies are scurrying to bring out similar adapters before Hudson Soft.

Wrestlemania for Sega CD; Bart for Genesis

Acclaim will be releasing CD versions of *WWF Wrestlemania* for the Sega CD in the near future, and plans are also in the works for *Mortal Kombat* — blood scenes included — the first quarter of 1994.

Genesis fans will also be glad to know that *Bart's Nightmare* is coming to the Genesis in mid-summer. Rumors are already starting to fall off the gaming grapevine about a meaty new Super NES "Simpson's Surprise," with a new cast of characters, due out this Christmas.

Go, Go Speed Racer

Rumor has it that a live-action version of the TV cult show "Speed Racer" is set to begin production in Japan and Australia later this year. The project is a co-production of Warner Bros. and Silver Pictures.

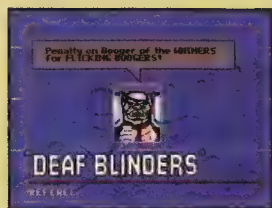
INCREDIBLE INTERCEPTION.



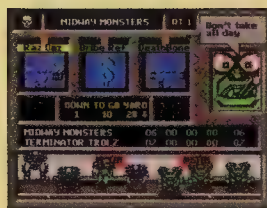
TOO BAD HIS FOOT



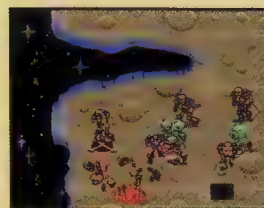
"THE WILDEST, GORIEST FOOTBALL GAME EVER! IF THE TACKLES DON'T KNOCK YOU TO PIECES THE LAND MINES WILL!" - EGM



Slide the ref some dough to pick up a few extra yards against your opponent: you never know what he'll call.



Choose from over 50 plays, from Deathbone to Blitzkrieg, or call a nasty audible when the game is on the line.



Looks like Mo and Spew Puke shoved another poor sap into a flaming pit. Choose your nightmare: blood-crazed Troll lineman or hellfire pits.

WAS OUT OF BOUNDS.



"FROM BRIBING THE REF TO SIDESTEPPING FIRE PITS, THIS IS ONE OF THE FUNNIEST, MOST OUTRAGEOUS GAMES EVER!" - GAMEPRO

MUTANT LEAGUE™ FOOTBALL

GET MUTANT LEAGUE FOOTBALL FOR YOUR GENESIS. JUST CALL
800-245-4525 ANYTIME OR STOP BY YOUR LOCAL RETAILER.

Actual screens from Sega Genesis version. Mutant League™ Football is a trademark of Electronic Arts. Sega and Genesis are trademarks of Sega Enterprise Ltd.



ELECTRONIC ARTS®



95¢ for the first minute, 75¢ for each additional minute. If you are under 18, be sure to get your parents' permission before calling. Hotline requires touch-tone telephone. Messages subject to change without notice.

Product Information Number 140



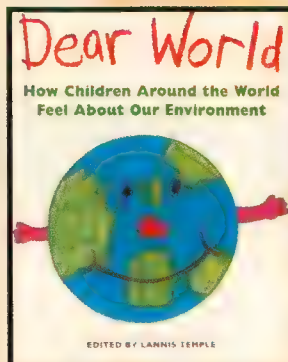
Environmental Concerns Are Global

A new book published by Random House explores the universal concerns kids today share about the environment — kids from every corner of the globe.

Dear World: How Children Around the World Feel About Our Environment was edited by Lannis Temple, a former

lawyer who traveled the world collecting artwork and letters from schoolchildren. He visited more than three dozen locations from Timbuktu to Tibet and from Siberia to Soweto. "The hearts of children everywhere were my teachers," Temple said.

The book really shows that kids are alike no matter where they grow up. Included are pictures of trees' tombstones from Beijing, letters on recycling from Japan and animal conservation from Nepal. There are frightening letters from near Chernobyl in the Ukraine and reports of the Persian Gulf War from Israel and Kuwait. In Tanzania, kids are worried about deforestation; in Germany, oil spills; in Canada, acid rain; in Australia, strip mining; in India, industrial waste; and in England, animal fur for clothing. Sound familiar?



At a Theatre Near You

Our favorite title in development? *Night of the Day of the Dawn of the Son of the Bride of the Return of the Revenge of the Terror of the Attack of the Evil, Mutant, Hellbound, Zombiefied, Flesh-Eating, Sub-Humanoid Living Dead: Part 4*, a little movie which began filming in New Jersey and North Carolina in January. We won't say it's low-budget, but there is a cast member listed as "Boogaloo." Fine, but how can they fit the title on a marquee?

**Watch for Hasbro's
Street Fighter action
figures
on store
shelves
this
summer.**



THE HOT NUMBER

28

The percentage of U.S. households who own more than one game system. Two-thirds of the systems sold in 1992 were to households already owning at least one system.

3DO Signs Familiar Licensees

Among the 70 new licensees committed to developing software for the new 3DO Interactive Multiplayer are some names well-known to video-game fans: Absolute, Activision, Bignet, Dynamix, Electro Brain, Electronic Arts, GameTek, Interplay, Malibu Interactive, MicroProse, Namco, Ocean, Origin, Park Place, Psygnosis, Sierra, The Software Toolworks, T&E Soft, THQ, and Virgin Games. The full list is a mixed bag of development houses and PC and video-game publishers.

The Interactive Multiplayer, a 32-bit computer/game machine, processes images at 50 times the speed of conventional personal computers and video-game machines with a 32-bit Reduced Instruction Set Chip (RISC). The Multiplayer can animate up to 64 million pixels per second at peak speed, compared to about one million pixels per second for 16-bit machines.

In addition to games, the Interactive Multiplayer is able to play music compact disks, photo CDs, and motion-video CDs. Expansion options include MIDI musical instruments and home-video editing.

Super Mario Land 2 Goes Platinum

We said it when the game was first released in November — *Super Mario Land 2* may be the best Game Boy title ever. Evidently a lot of people agree. In just two months, the game racked up one million sales — more than 16 percent of all Game Boy hardware and software earnings. The only game to sell more copies during 1992? The original *Super Mario Land*.

- 10 British Royal Family trading cards
- 9 Brenda's smoking &
Brandon's gambling
- 8 the return of platform shoes
- 7 creamed corn
- 6 *Game Players Sports for Kids*
- 5 pump bras
- 4 trusting the Psychic Line
- 3 Daryl Hannah in *Attack of the
50-Foot Woman*
- 2 hair in an aerosol can
- 1 taking on Wizard

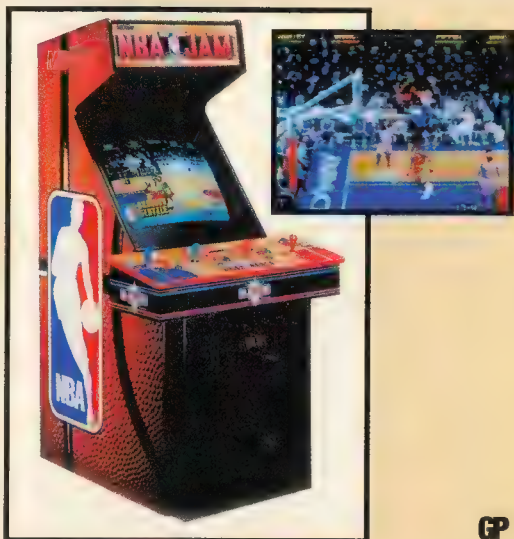


And you thought the Oscars were big and glitzy! You should have been on hand in early March when Sega and Capcom held a joint press conference to announce *Street Fighter: Champion Edition*. All the biggies were there. Sonic hobnobbed with Chun Li. Sega president and CEO, Tom Kalinske, chit-chatted with Joe Morici, Capcom's senior vice president. E. Honda looked a little underdressed for the occasion as he mingled with press from all the major game magazines.

The best news for game-hungry Genesis players, however, is that Sega is turning one-third of its world-wide staff, including 40 percent of its U.S. crew, over to product development. Among the games in development, *Game Players* hears, is a *Jurassic Park* game for Genesis expected mid-June, and several Menacer titles due out by the 1993 holiday season.

Basketball season may be over, but you can still enjoy roundball action with *NBA Jam*, the new coin-op simulation from Midway Manufacturing.

The first NBA-licensed arcade game, *NBA Jam* captures the look and the moves of the superstars of all 27 league teams for one to four players. Stockton, Ewing, Barkley, Jordan — they're all here in digitized graphics, ready for two-on-two matches. *NBA's* "Autostat" feature records rebounds, steals, blocks, assists, field-goal percentages, dunks, and three-pointers. And special joystick and button combinations cause the superstars to perform moves even more dazzling than usual!



A new computerized arm-wrestling machine has broken the arms of at least five young men in video parlors, according to a warning from the Consumer Council of Hong Kong.

Arm Champs II challenges players to wrestle a silver-plated mechanized arm of various strengths. The machine does caution would-be strong men to "play at your own risk." But the signs are in English, and most patrons are young Cantonese. The council said the five injured players were between 15-20.

How come Nintendo of America is farming out Mario all of a sudden? As we've reported, The Software Toolworks is working on a PC and video game adventure in the *Carmen Sandiego* mode called *Mario Is Missing*. And, of course, there's the SNES *Yoshi's Cookie* from Bullet-Proof, although Nintendo will be releasing the NES and Game Boy versions. Could Nintendo be working on the Super CD, complete with a new *Super Mario* adventure?

The *Ren & Stimpy* craze is speeding faster than a Hoek through Gritty Kitty. Look for a line of *Ren & Stimpy* greeting cards at a store near you, with designs celebrating Yak Shaving Day in addition to traditional birthday and get-well cards. There are also stickers, trading cards, and tattoo sheets for R&S, along with fellow Nicktoon characters Doug and the Rucrats.

Virgin Games has just received permission from Disney to develop the Genesis version of *Aladdin*. Stay tuned for more details.

Capcom of Japan will release *Street Fighter II Turbo* for the Super Famicom later this year. A Capcom spokesperson simply says an SNES version is "under consideration."

Bul, hey, now that Capcom is a Sega licensee, can a Genesis *Mega Man* be far behind?

SWEEP THROUGH THE SHADOWS...

**Win a \$500
Electronics Boutique
Shopping Spree**
or one of over 2,000 other prizes.

You could find yourself in the year 2050, running for your life in a race against time, technology and termination... or you could enter Data East's Shadowrun Sweepstakes and find yourself going wild in the aisles of Electronics Boutique. That's right, cruise the store and load up on all the stuff you gotta have. And when you get to the check-out stand, tell the cashier:

"Put away that scanner, Pal... IT'S ALL FREE!"

On top of the shopping spree, Data East will fork over more than 2,000 prizes—from Shadowrun T-shirts and satin jackets to limited-edition Shadowrun prints by the original Shadowrun artists—in a random drawing of sweepstakes entrants. And don't forget to play Shadowrun—the hottest strategy-adventure cart of 1993—and shatter the megaplexes before your friends do.

For info on getting an official sweepstakes entry form just check out any package of Shadowrun for the Super NES

... and get ready to go wild!

And Go Wild In The Aisles!



**10
FIRST
PRIZES**

**Black Satin Jacket
with Embroidered
Shadowrun Logo**



**250
SECOND
PRIZES**

**Shadowrun
T-Shirt**

GRAND PRIZE
**Win a \$500 Electronics Boutique
Shopping Spree plus a complete
Shadowrun Prize Package
including a Shadowrun jacket
books, games & figures**



**2,000
THIRD
PRIZES**
**Limited Edition
Shadowrun Poster**

OFFICIAL CONTEST RULES

NO PURCHASE NECESSARY TO ENTER OR CLAIM A PRIZE
Not sponsored by Nintendo®

1. HOW TO ENTER: (1) Be sure to answer the questions about SHADOWRUN. The answers to the questions can be found by playing the SHADOWRUN game, or by sending a self-addressed, stamped envelope to: SHADOWRUN Game Answers, P.O. Box 656, Sayreville, NJ 08871-0656. Requests must be received by September 15, 1993.

(2) Completely fill out the official entry blank (print only) and mail it to: "SHADOWRUN" Sweepstakes, P.O. Box 8185 Grand Rapids, MI 49515-8185. All entries must be received by Nov. 1, 1993. Mechanically reproduced entries not eligible. Not responsible for printing errors or for mutilated, late, lost, postage due or misdirected mail. Only one entry per person. All entries become the property of Data East and will not be returned.

ALTERNATE MEANS OF ENTRY: To obtain an official entry blank, rules, questions and answers, without purchasing the game, send a self-addressed, stamped envelope to SHADOWRUN ENTRY, P.O. Box 656, Sayreville, NJ 08871-0656. All requests must be received by October 1, 1993. Residents of VT & WA need not include return postage.

2. JUDGING: Winners will be selected on or about November 15, 1993 in a random drawing from all entries received with the correct answers by Marden-Kane, Inc., an independent judging organization who reserves the exclusive right to interpret all conditions in regard to this promotion without claim for damage or recourse of any kind. By participating in the sweepstakes, entrants agree to be bound by the rules and the decision of the judges which shall be final. All prizes will be awarded. Odds of winning depend upon the number of correct entries received. Only one prize per person, family, organization or household.

3. NOTIFICATION: Winners will be notified by mail by November 16, 1993 and Grand Prize winner will be required to sign an Affidavit of Eligibility and Publicity/Privacy Release which must be returned within 14 days from date of notification. If the affidavit is not returned within this time period properly executed or is returned from the post office as undeliverable, an alternate winner(s) will be selected. Winners grant permission to the use of their name, photograph/like/keys for advertising and promotion for this and similar promotions without additional compensation.

4. PRIZES: (1) Grand Prize, \$500.00 Shopping Spree at Electronics Boutique, plus a complete SHADOWRUN package consisting of Jacket, Books/Game and Figures. Approx. Value \$1500. (10) First Prizes, SHADOWRUN satin Jacket. Approx. Value \$125.00 ea. (250) Second Prizes, SHADOWRUN T-Shirt. Approx. Retail Value \$15.00 ea. (2000) Third Prizes, SHADOWRUN Poster. Approx. Retail Value \$10.00 ea.

5. GENERAL CONDITIONS: Winners accepting prizes agree that all prizes are awarded on the condition that DATA EAST and their agents, representatives and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession or use of the prizes. Winners further acknowledge that said prizes have neither made nor are in any manner responsible or liable for any warranty, representation, or guarantee expressed or implied, in fact or in law, relative to any prize, including but not limited to, its quality, mechanical condition or fitness.

All taxes are the sole responsibility of the winners. Grand prize winner may elect to receive \$500.00 cash in lieu of the Electronics Boutique shopping spree, otherwise no prize substitutions permitted except by sponsor due to unavailability, in which case a prize of equal or greater value will be awarded. Prizes are not transferable.

If a minor wins the grand prize, they must be accompanied by their parent or legal guardian on the shopping spree.

6. ELIGIBILITY: Sweepstakes open to all persons who are residents of the United States. Employees and their immediate family members of DATA EAST, its divisions, subsidiaries, affiliates, advertising and promotion agencies and any other persons or agencies involved with this promotion are not eligible. Void in Puerto Rico and where prohibited by law and subject to applicable federal, state and local laws and regulations.

7. WINNERS LIST: For the names of the winners available after November 16, 1993 to December 31, 1993, send a self-addressed, stamped envelope to SHADOWRUN Sweepstakes Winners, c/o Marden-Kane, Inc., P.O. Box 713, Sayreville, NJ 08871-0713.



Data East USA, Inc.
1850 Little Orchard Street
San Jose, CA 95125
Tel: 408-286-7074



Product Information Number 136



As Seen in GamePro



System: Data East
8 mings

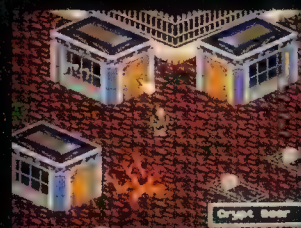
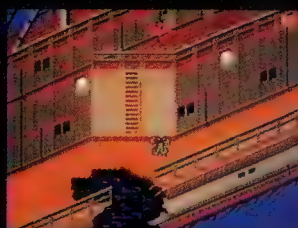
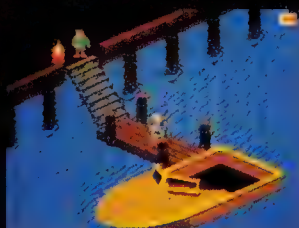
Role play
One player
Game save

SUPER NINTENDO
ENTERTAINMENT SYSTEM



DATA EAST

Watch your back... shoot straight...
and never, ever, cut a deal with a dragon.



Data East USA, Inc. 1850 Little Orchard St.
San Jose, CA 95125

SHADOWRUN is a registered trademark of FASA Corporation, used under license by Data East USA, Inc. © 1992 FASA Corporation.
Nintendo, Super Nintendo Entertainment System, and the official seal are registered trademarks of Nintendo of America, Inc.

Product Information Number 130

16 BIT SNES

THE CULTURE BRAIN NEWSLETTER, FEATURING

Big Capacity with 12 Meg ROM!
104 dots x 50 dots characters!
Wow, they're huge! There are more than 150
techniques to choose from. Up to 8 people can participate.
Adopting the Super Defense System!



SUPER NINJA BOY

FUN.FUN.FUN!!

A peaceful life in quiet Chinaland was suddenly thrown into disaster, after the Universal Peace Conference was over. The Emperor's concerns kept growing until Jack and Ryu decided to go out and settle the problem. The places they visited during their expedition were Chinaland, Mysteryland, Fairyland and Futureland. The more they advanced, the more suspenseful it became. What they found out was a devastating plot. There are loads of exciting action, cool items, neat vehicles, great attacks, and magic spells available. They are all yours to blow adversaries out of the way of the once peaceful Chinaland.



BRING GAMES FOR SUPER NES™ AND GAME BOY®!!

Official
Nintendo
Seal of Quality

ULTIMATE FIGHTER 2in1 FLYING WARRIORS.



FOR ALL GAME PLAYERS
FROM BEGINNERS TO
EXPERTS!!

3

THIS GAME HAS FOUR MODES IN IT. IT'S ALMOST LIKE TWO GAMES IN ONE CARTRIDGE!

OPERATION MODES ARE AVAILABLE.

FROM ACTION GAME MANIACS TO PEOPLE WHO ARE NOT SO HOT ABOUT ACTION GAMES CAN HAVE FUN. THIS IS THE NEW HIRYU NO KEN SYSTEM THAT PEOPLE HAVE BEEN TALKING ABOUT!

1. EXPERT MODE THAT FULLY UTILIZES THE HIRYU NO KEN. 2. EXCITING FIGHTING MODE THAT REQUIRES SIMPLE CONTROL. 3. COMMAND BATTLE STYLE. ANIMATION MODE FOR PLAYERS WHO WANT TO ENJOY THE STORY. 4. AND LAST BUT NOT LEAST, VS TOURNAMENT MODE WHERE EIGHT PLAYERS CAN PARTICIPATE.

THE FIGHTING GAME HAS FINALLY COME THIS FAR! THE ULTIMATES 150 TECHNIQUES!

IT HAS GOT YOUR BASIC TECHNIQUES, LIKE PUNCHING AND KICKING, ALONG WITH THROWING, FINISHING AND ALSO THE NEW FEATURE, OVERTURNING TECHNIQUE IS AVAILABLE! OUR OWN SYSTEM REPRODUCES OVER 150 DIFFERENT TECHNIQUES THAT HAS ALL ELEMENTS OF FIGHTING SKILLS! A FIGHTING GAME THAT IS NOW CLOSEST TO PERFECTION!

STORY MODE HAS A POWERFUL ENEMIES TOO!

A MYSTERIOUS ENEMY THAT HAS SUPERHUMAN SKILLS AND TECHNIQUES MOVES SUPER QUICK AND ATTACKS WITH A BIG HAMMER, GIVING FLYING WARRIORS A LOT OF TROUBLE. WHEN YOU FIND THE TUSK SOLDIERS AND THE MOUNTEIN WARRIORS AMONG THE FIGHTERS, TRANSFORM INTO THE FLYING WARRIOR AT ONCE AND FIGHT AGAINST THEM IN THE FIGHTING DIMENSION. USE MAGIC SPELLS AND OTHER ITEMS WISELY! YOU'LL HAVE A SHOWDOWN WITH DARGON AT THE END!

WIN THE TOURNAMENT!
UP TO EIGHT PLAYERS CAN PARTICIPATE IN THE VS TOURNAMENT MODE!

UP TO EIGHT PLAYERS CAN PARTICIPATE IN THE VS TOURNAMENT MODE! MORE THAN 150 TECHNIQUES ARE AVAILABLE FOR YOU TO CHOOSE FROM. YOU CAN ENJOY THE GAME BY YOURSELF OR WITH YOUR GOOD FRIENDS. PUSH THE START BUTTON. LET'S SEE WHO IS GOING TO WIN THE TOURNAMENT!

WHAT IS THE NEW HIRYU NO KEN SYSTEM?

THIS GAME HAS FOUR DIFFERENT MODES. FIRST, YOU CAN ENJOY EXCITING ATTACKS AND ARE NOT REQUIRED TO DEFEND YOURSELF IN FIGHTING MODE. SECOND, EXPERT MODE FOR FIGHTING MANIACS. IT'S GOT JOINT TWISTING, OVERTURNING, COMBINATION TECHNIQUES AND MUCH MORE! THE FIRST VIDEO GAME THAT LETS YOU PLAY A FULL SCALE FIGHTING GAME FOR BEGINNERS AND THOSE PEOPLE WHO ENJOY THE STORY, THERE IS COMMAND BATTLE STYLE, ANIMATION MODE, AND VS TOURNAMENT MODE THAT LETS UP TO EIGHT PEOPLE PARTICIPATE. IT'S A SUPER GAME SYSTEM!

NEW HIRYU NO KEN SYSTEM

STORY MODE ACTION MODE

FOR THOSE WHO ENJOY THE STORY
FOR PLAYERS WHO LOVE CONTINUING ACTION
REAL FIGHTING ACTION LOVERS
ENJOY THE GAME WITH YOUR FRIENDS

ANIMATION MODE FIGHTING MODE EXPERT MODE VS TOURNAMENT MODE

EXPERT MODE

HIRYU NO KEN SYSTEM WAS REFINED AMAZINGLY.

WE CORRECTED THE OLD VERSION'S SHORTCOMINGS AND UPGRADED THE SYSTEM. WHEN YOU ENTER THE HIGH LEVEL, MODE THAT LETS YOU ENJOY SUPREMACY OF THE ACTION COMMAND OVER 120 FIGHTING TECHNIQUES THAT HAVE ALL THE ELEMENTS OF THE FIGHTING SKILLS!

FIGHTING MODE

YOU CAN ENJOY EXCITING FIGHTS WITH SIMPLE OPERATIONS.

THE STIRRING FIGHTING MATCHES THAT HAVE A LOT OF FIGHTING TECHNIQUES CAN BE PLAYED WITH SIMPLE BUTTON OPERATIONS! EVEN BEGINNERS CAN ENJOY THE FULL SCALE FIGHTING ACTIONS!

ANIMATION MODE

STORY MODE IS MUCH MORE FUN AND INTERESTING!

FOR THOSE WHO ARE NOT CRAZY ABOUT FIGHTING ACTIONS, COMMAND BATTLE STYLE ANIMATION MODE IS AVAILABLE NOW. AND THE SUPER NES™ MAKES THE FLYING WARRIORS SO COOL! ENJOY THE ACTIONS BETWEEN THEM AND DARGON WHO RISEN FROM THE DEAD AS A BLACK GHOST!

CULTURE BRAIN™, ULTIMATE FIGHTER™, SUPER NINJA BOY™, FIGHTING SIMULATOR 2in1 FLYING WARRIORS™ and NINJA BOY 2™ are trademarks of CULTURE BRAIN U.S.A., INC. All rights reserved.

© 1991 NINTENDO OF AMERICA INC.
NINTENDO AND NINTENDO ENTERTAINMENT SYSTEM™, SUPER NINTENDO ENTERTAINMENT SYSTEM™, GAME BOY™, THE OFFICIAL SEALS ARE TRADEMARKS OF NINTENDO OF AMERICA INC.

CULTURE BRAIN U.S.A. INC. Bldg. D-130 18133 NE 68th St. Redmond, WA 98052



Are these really
for Game Boy® !?!



FIGHTING
SIMULATOR
2in1 FLYING
WARRIORS

IT'S LIKE 2 GAMES IN ONE CARTRIDGE!
IS THIS REALLY ON THE GAME BOY?

YOU CAN PLAY VARIOUS KINDS OF CONTACT SPORTS. IN FIGHTING SIMULATOR MODE ONE OR TWO PEOPLE CAN PLAY, OR IN THE FIGHTING ACTION GAME MODE, MANY FEATURES LIKE SIDE SCROLLING ACTION, AND COSMIC SAUCERS ARE AVAILABLE.

NINJA BOY
2



ON DIOMSTAR, MEDIA COLONY, KING'S PLANET, "NINJA BOY 2"™, ANOTHER GREAT ADVENTURE BURST INTO SPACE!
JACK AND RYU WENT ON A SPACE TRIP WITH THEIR PALS WHERE THEY CAME ACROSS THE GALAXIS FIERY PRATES OF SPACE. WHAT THEY ARE AFTER IS CONTROL OVER THE UNIVERSE WITH THE MIGHTY POWER OF 7 TREASURES. RIGOROUS BATTLES AROUND THE TREASURES BREAK OUT WITH YOU IN PART OF THE ACTION AGAIN!





Suck-Ups

I've only recently subscribed to *Game Players Nintendo Guide*, but I personally think it's awesome.

Ed
Concord, NH

Cowabunga! You radical dudes! Keep putting out the bodacious *Game Players*!

Kyle
Niagara Falls, Ont.
Canada

I find your magazine interesting and packed with information.

Jay
Sumner, WA

I really like *Game Players*. I've gotten the best tips for all my games and I've almost mastered all of them from your help.

Justin
Shawano, WI

I love the *Game Players Nintendo Guide* and *Sega Guide* — they're my favorite magazines in the world. I think they give excellent tips and are very informative about what the hottest games are. You should put more tips and codes in the magazines, though.

Russell
Colorado Springs, CO

Mario Paint! Contest Winners

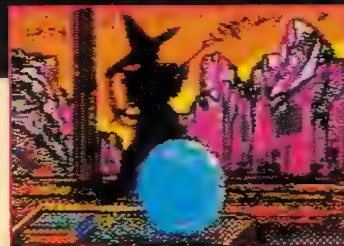
Congratulations to the winners of our *Mario Paint!* art contest (*Nintendo Guide*, April). We were really impressed at everybody's masterpieces! Here are the three winners, but as we promised, everyone who entered gets a genuine *Game Players* T-shirt.

All three winners receive mouse-interface games: Jaleco's *King Arthur's World*, American Sammy's *Might and Magic*, and Taito's *On the Ball*. They get an ASCII pad controller and a Super Nintendo Game Genie from Galoob Toys. Our grand prize winner also receives a great grab-bag package that includes a HAPP Competition Pro, a Nintendo Cleaning Kit, Lightwave Tech's Video Console Holder, and lots of other fun stuff we've found lying around the office.

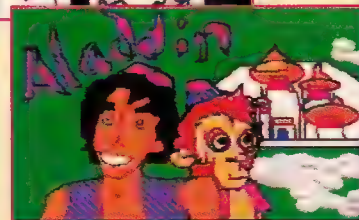
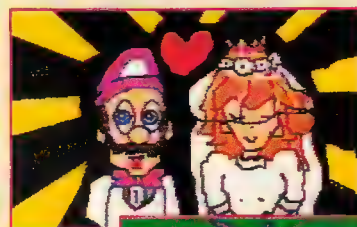
Michael P. Glass of Phoenix wins our grand prize with his classic scene of *The Wizard of Oz*. Cindy Ficarotta of Levittown, PA entered 22 different drawings to garner second place, of which we've chosen our four favorites. And Jo Ann Montgomery's patriot won third prize because of its originality and complexity. All you other contestants aren't necessarily out of luck — watch for pictures of Honorable Mention entries in our next few issues.



Third Prize — Jo Ann Montgomery



Grand Prize — Michael P. Glass



Second Prize — Cindy Ficarotta

Game Idea of the Month

I think it would be really neat to have a *Quantum Leap* video game. Sam could jump from year to year, and each level would give him a different mission to solve. In the two-player game, the second player could control Al. There would be a lot of variety in this game, and it wouldn't have to be very violent, either, although Sam knows all the martial arts.

Bill
Greenville, SC

The Pen Pal Connection

I'd like to get in touch with other NES players to exchange tips or just be pen pals. I'm 14.

Jessica L. Wardlow
2719 Burton Springs
Dallas, TX 75227



You're so intent on testing the particle accelerator you've invented that you hardly notice the crackling of a not-so-distant electrical storm.

Before you can say SNAP, CRACKLE, POP, a lightning bolt slams through you and your accelerator with deadly accuracy.

When you finally come to, you have no idea what time or place you're in, but you know you're not safe. Face it you're warped. Unless you want to start calling this place home, you'll need to dodge, subvert and overcome a host of deadly alien, monster guards and blood-sucking leeches who think you're a delicacy. Now, that shouldn't be too hard for a Whiz Kid like you - right?

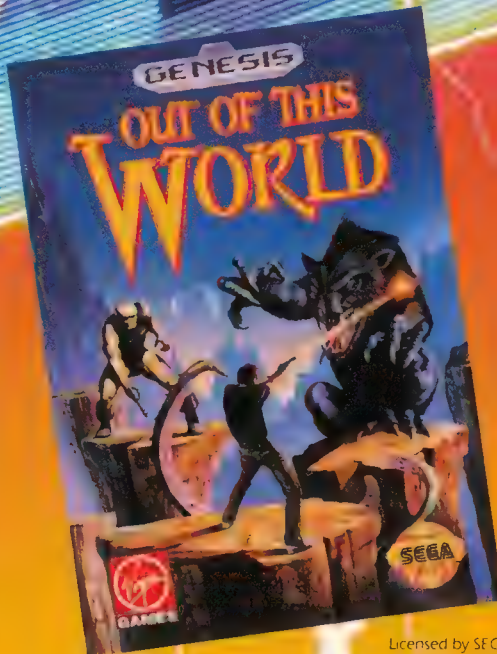
SHRINK-WRAPPED TIME WARP

Out of This World Features

- Award-winning cinematically styled, rotoscoped animation
- State of the art real-time polygonal graphics
- Continual audio mix of digitized sound effects and musical score



Out of This World is a trademark of Interplay Productions. © 1992 Interplay Productions and Cinematic Software. Licensed to Virgin Games Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises Ltd. Sega and Genesis are trademarks of Sega Enterprises Ltd.

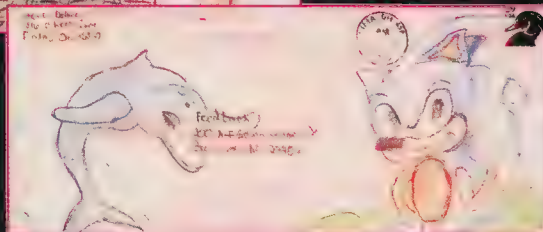


Licensed by SEGA™ for play on the SEGA™ Genesis™ System



Envelopes of the Month

Steve Delany of Findlay, OH sent us these two works of art a month apart. Keep those envelopes coming, Steve!



Game Players vs. EGM

March 24, 1993
Dear *Game Players*,

This fax is in response to the Editor's Notes in the April issue of the *Nintendo Guide*. You said it will be late '94 or early '95 before the Nintendo CD will arrive. In a recent *Electronic Gaming Monthly*, it talks of an early '94 launch. Who should I believe on this?

Yours truly,
Sushi T.

March 25, 1993
Dear Mr. or Ms. Sushi,

Here are the facts:

- * Nintendo initially planned to release a 16-bit CD system in January of this year.
- * an announcement was made last fall that the company would skip marketing a 16-bit CD entirely and work on a 32-bit system that would go on sale in North America in August 1993.

- * At a meeting billed as the "Nintendo CD development conference" held in early February, Nintendo spokesmen talked only briefly about the CD, saying they're not close to having the technology they want, and that it will be 18 months at the earliest before the system is released. The main focus of the conference was the Super FX chip and the release of *Star Fox*, our *Nintendo Guide* April cover story.

Surely if you're a regular *EGM* reader, you've noticed that much of the "news" it publishes later turns out to be either totally false or extremely inaccurate. They may beat us to the scoop, but if it's factual news you're interested in, check out *Game Players* — especially now that we've expanded our industry news.

Sincerely,
Leslie Mizell
Editor

At What Cost?

How things change. Sega and Nintendo have been battling it out for video-game supremacy, and the price of their 16-bit systems are at an all-time low. The price of the games for these machines is another story.

SNES games are about \$60, and with the new FX and DSP chips, \$10 or more can be added to that. Sega Genesis games are about \$50, which isn't bad, but there are \$60 and \$70 games in the Sega library, too.

Now, I know that more memory and

improved graphics & sound are all factors in the price of these games, but there's a limit to what I'll pay for a game. I've been renting more often, and I'm looking for used games, too. I believe Camerica has the perfect solution to the problem of high game prices. It's the Aladdin Deck Enhancer (now only available for 8-bit NES-compatible games). I hope, like the Game Genie, the Aladdin is also made for the Genesis and SNES soon.

Michael
Newark, DE

The Complaints Counter

Is there a reason why Sega RPGs seem so few and far between? I'd like to see more RPGs and/or puzzlers for the Sega Master System, Sega Genesis, and Sega CD. I haven't as yet purchased the Sega CD because of the lack of RPGs. Seems like the CD would be great for them.

Corinne
Grand Island, NE

I have an SNES, but all the games I've rented are just too hard. Don't get me wrong — I've been playing Nintendo for a while. But Super Nintendo games make me want to scream. My friends and I are wondering why can't we find just plain old fun games? I think a lot of Nintendo players like games that are fun. I like the new graphics, sound effects, and the cleanness of the graphics. But the games aren't all that fun.

Paul
St. Joseph, MO

My father subscribed to the *Game Players Nintendo Guide* for my birthday. But I think the guide is a total rip-off. It never talks about NES games. I suggest that if somebody out there is thinking of subscribing, and they only have an NES, they not do it. All I'm saying is that there should be more NES games.

Tim
Madawaska, ME

Editor's note: Hey, we've said it before, but we'll say it again — there aren't any NES games to cover! We can only write about what the industry produces, and for almost two years, that emphasis has been on Super NES.

I'm a big sports fan, but I'm very disappointed with SNES sports games. In baseball, there's not one game that uses real teams and players! In football, *John Madden Football* is good, but still way too easy! In *Super Wrestlemania* every guy is capable of doing the same thing. And there isn't even a hockey game! According to me, the SNES is a big disappointment in this department.

Andy
Akron, OH

You Want NINTENDO? You Want SEGA? WE'VE GOT IT ALL!

If you want the best, there's only one choice. *Game Players Nintendo•Sega*. Every month, we'll bring you more game coverage, more exclusive articles, and more in-depth features. You get it all—Super Nintendo, Nintendo, and Game Boy, plus Genesis, Game Gear, and Sega CD. That means a bigger magazine, with the best video-game reporting available. Period.

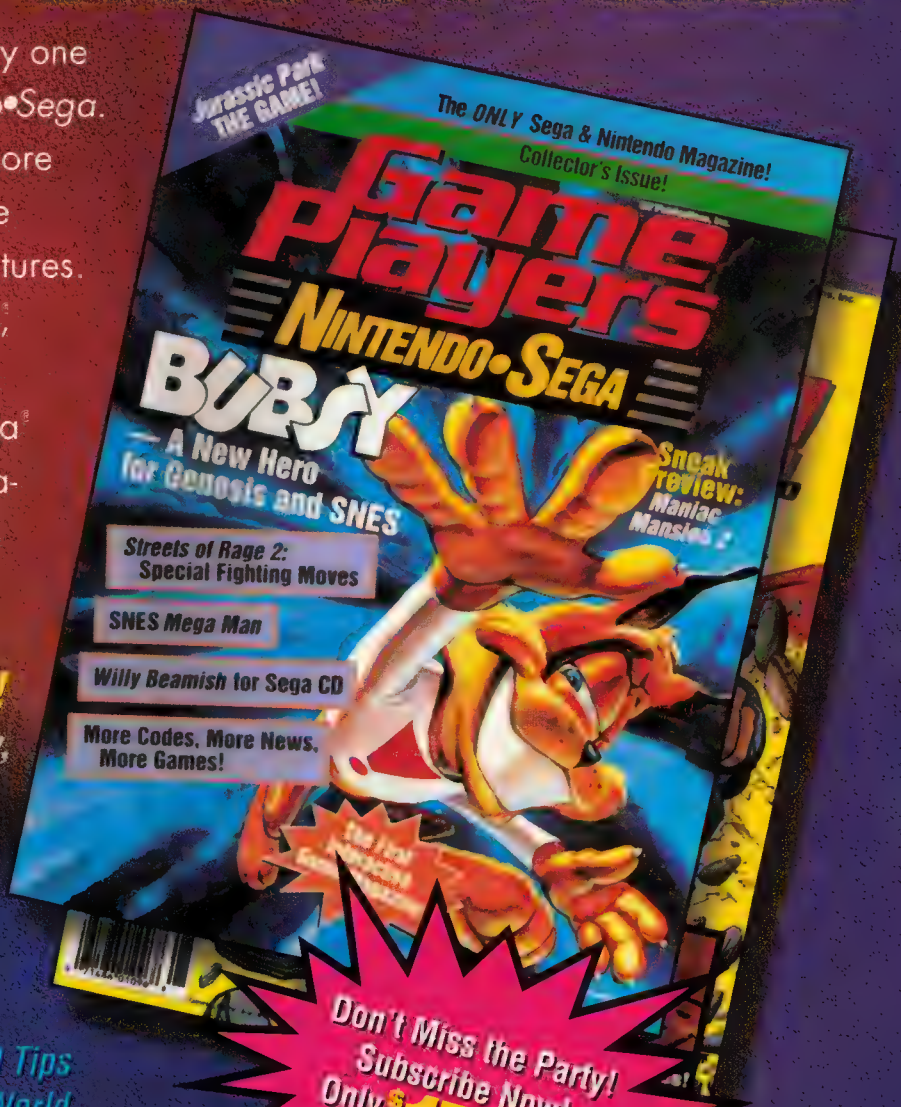
The Interactive Magazine!

Readers contact us 24 hours a day,
7 days a week!

Fax 919•632•0112

On-Line: CompuServe
GENIE

- Reader's Forum
- News, Rumors, Hints, and Tips
- Reports from Around the World
- The Best Features
- The Most Accurate Reviews



Game Players Nintendo•Sega

P.O.Box 54163, Boulder, CO 80322-4163

Yes! Rush me *Game Players Nintendo•Sega* each month (12 issues) for only **\$17.95!**

☐ Payment Enclosed ☐ Visa ☐ MC ☐ AmEx ☐ Bill Me

Credit Card# _____ Exp. Date _____

Signature _____

(Parent's signature if under 18)

For Faster Service, CALL (201) 703-9505!

Name _____

Address _____

City _____ State _____ Zip _____

Canada \$32.05 US \$ (Includes GST) Foreign: \$41.95 US \$. First issue mailed within 6 weeks.

LET'S RUMBLE



ARE YOU READY TO RUMBLE?!



R.I.P. WITH THE TOMBSTONE
PILEDRIVER!



TAKE A SEAT, MR. PERFECT!

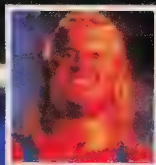
WWE
ROYAL RUMBLE



RIC FLAIR™



THE UNDERTAKER™



MR. PERFECT™



YOKOZUNA™



RAZOR RAMON™



CRUSH™

In the ring...out of the ring...**OUT-OF-CONTROL!** Take on 12 of the best Superstars of the World Wrestling Federation® as you atomic-drop, headbutt, piledrive and dropkick your way through the most grueling test of wrestling skills ever devised!!

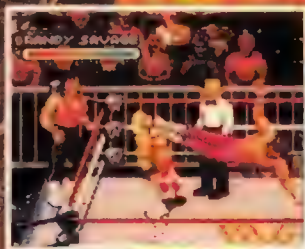
- ★ **ROYAL RUMBLE: 6-IN-THE-RING SIMULTANEOUS MAYHEM!**
- ★ **"NO-HOLDS-BARRED BRAWL" WITH NO REF... AND NO RULES!!**
- ★ **MORE SUPERSTARS THAN EVER BEFORE — EACH WITH HIS OWN TRADEMARK MOVE!!**

- ★ **"DIRTY TRICK" CHOKE-HOLDS, EYE-GOUGES AND BACK-BREAKING CHAIR-SLAMMS!!**
 - ★ **TOURNAMENT MANIA: WIN THE CHAMPIONSHIP BELT!**
- YOU MAY BE READY TO WRESTLE...
BUT ARE YOU READY TO RUMBLE?!!**

RUMBLE!



THE INFAMOUS EYE-GOUGE!



TWO- AND THREE-MAN TAG TEAM ACTION!!



TATANKA™



BRET "HIT MAN" HART™



SHAWN MICHAELS™



MACHO MAN RANDY SAVAGE™

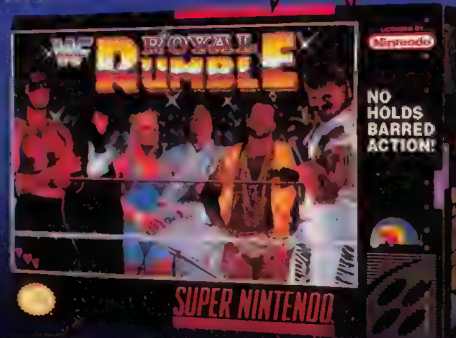


THE NARCISSIST LEX LUGER™



MILLION DOLLAR MAN TED DIBIASÉ™

**ALL NEW
16-MEG
ACTION!**



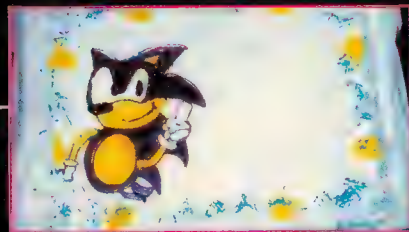
ALSO AVAILABLE **WWF STEEL CAGE CHALLENGE™** FOR SEGA™ GAME GEAR™!

© The World Wrestling Federation logo, WrestleMania and Royal Rumble are registered trademarks of TitanSports, Inc. © 1993 TitanSports, Inc. All rights reserved. All other distinctive character names, likenesses, titles and logos used herein are trademarks of TitanSports, Inc. Nintendo, Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc. LJN® is a registered trademark of LJN, Ltd. © 1993 LJN, Ltd. All rights reserved.



SONIC Birthday

Just wanted to write to say my son *really* loves the Sonic games and characters. Thought you'd be interested in seeing his birthday cake this year. Also, he wanted me to suggest *Sonic* cartoons and *Sonic* figures to play with! Marla and Michael, Yardley, PA



Player of the Month

My father and I read in your December issue of the *Nintendo Guide* that neither you nor the guys at Nintendo of America have been able to reach 500,000 people for a Megapolis or a Mario monument in *Sim City*. My father and I have solved *Sim City* and reached the number of people to get a monument. Here's a picture that shows the statue.

Chris and Greg
Jay, ME

Editor's note: We couldn't reproduce the Polaroid shot of the Mario Monument, but the Roys reached 500,240 people in Sim City (and they did it by October 1973!) and, for their trouble, got an enormous, big-as-a-building Mario smack dab in the center of town.

Philosopher's Corner

Do the new games — even for the SNES — have the quality of older games? I think *some* of them don't have the quality. The earlier games were based on realistic fantasies, legends, and the martial arts. That's why people still enjoy the *Mario Bros.* or *The Legend of Zelda*. Some of the new games are way out there and only hold up a couple of months. Then there are the karate games with super moves. *Street Fighter II* will always top the charts because karate games are a big hit with guys. In my opinion, new games aren't as good as older games. Game makers will have to get back to the basics to beat them out.

G.J.
West Columbia, SC

The Burning Question

Should there be more games geared toward adult audiences? Where do you draw the line?

Keep in Touch

Make yourself heard! If you've got a suggestion or observation about video-gaming, an answer for the Burning Question, ideas or art, tips or gripes, you've come to the right place. The GP Readers' Network wants *you*! You can reach us anytime — 24 hours a day, 365 days a year! Remember, published readers in upcoming issues automatically get a *Game Players* T-shirt, so start contacting us *now*!

To reach us by mail, write to:

GP Readers' Network
300-A South Westgate Drive
Greensboro, NC 27407

In a hurry? Then fax us your ideas!
919/632-0112

And coolest of all, you can now reach the network On-Line! You never know who's listening.... Send your E-Mail to:

Compuserve
— 71333,2306

GEne — Game.Players

Don't forget — GP Readers' Network is for comments about video-gaming — *not* for hints on specific games! These requests should be mailed to our "Game Players 27407" department.

Our Advertising Department Is Screaming

When I get *Game Players* in the mail, I usually look for tips or strategy for games I already have. I know you can't read my mind — or anyone else's mind — on what games we have or the trouble we have on them. You should cut out about half the advertisements and save them for tips and strategies. What's the use of looking at ads for games when

you don't know what those games are all about? I don't really want to buy a *Game Players* magazine with dozens of ads that I don't even know what the game is really about. What I'm really trying to say is put more tips and strategy in your magazine or people will stop buying it!

Matt
Buzzards Bay, MA

Editor's note: Welcome to the real world, Matt. It's the advertising that pays for the magazine. Without it, you wouldn't be reading about any games.

Games for Grown-Ups

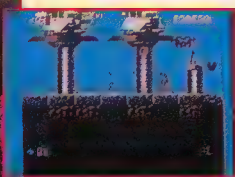
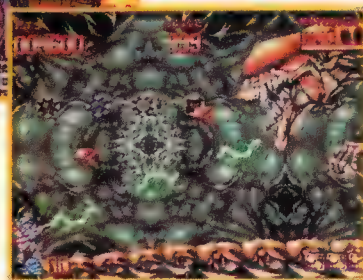
I'm 25 years old, and 90 percent of the people I know who have Sega (some have CD, some don't), all say the same thing. They should make more adult games — like R and X-rated games. We're awful, awful tired of hedgehogs!

Stacy
Brownville, ME

I don't want to see *Mortal Kombat* changed from the arcade version when it comes out for home machines. I don't wish to see the "graphic violence" withdrawn from the game, even though violence has caused controversy before as in the game *Death Duel*. Therefore, I have a suggestion that my friends also agree with. Why not come out with an original copy with the least possible changes that would have a labeled advisory on it — like audiocassettes do for explicit lyrics. You could have an edited version for younger game players.

Dan
Neshank Station, NJ

Freakin' Awesome



"Super Turrican will give you the worst beating of your video game life"
GAMEPRO Magazine

"One of the best"
Electronic Gaming Monthly

"Blazing graphics, Dolby Surround™ and smooth action make this the best Turrican ever"
Game Players

With so much firepower at your fingertips, you're expected to win, right? Wrong! Even with super beam, smart bombs and power line super weapons at your disposal, your enemies will see that you face the ultimate in terror!

Super Turrican™ is one of the finest Action/Adventure games you'll ever see, feel, play or hear! That's right, hear! With full-feature **Dolby Surround Sound™**, if the incredible graphics don't toast you, the sound alone is enough to turn your brain into a crispy critter.

Try and survive 13 levels of the most unusual worlds ever seen. Over 1000 screens. High-tech weaponry. Brilliant special effects, 3-D graphics and exhilarating gameplay!

A warning to the cocky player who thinks he's seen it all: here you better expect the unexpected!

For your Super NES & NES systems.



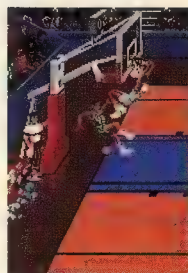
JAM WITH THE BEST IN THE NBA.

Barkley's Monster Dunk.
Drexler's Tomahawk.
Malone's In-Your-Face Jam.
Rice's 360° Slam. Manning's
Double Pump Jam. Ewing's
Bounce-Ball Slam.

Welcome to Jam City. Bulls vs. Blazers™ and the NBA® Playoffs.™

The game that raises pro basketball to new heights. With the complete rosters of all 16 1992 NBA playoff teams. The '92 East and West All-Star squads. And 5-on-5 action so hot, it scorches the hardwood.

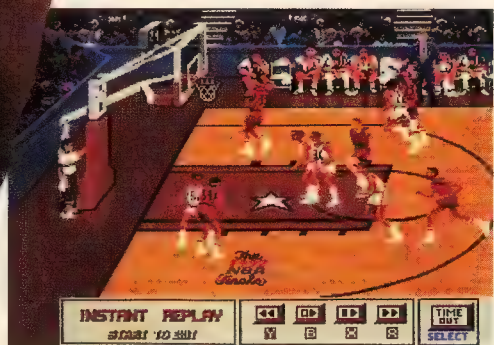
With 5-on-5 gameplay, you get the biggest piece of NBA action anywhere.



When Charles drives, get out of his way or get bounced like a basketball.



Clyde the Glide ignites more aerial fireworks than the Fourth of July.



You get the signature moves of the best guys ever to lace up a pair of hightops. Dunks like Person's Alley Oop Slam and Kemp's Off-the-Glass Jam. Slick ball-handling like Hardaway's UTEP 2-Step. Rebounding machines like Rodman and Willis. And 3-point sharp-shooting like Mullin's patented jumper from the corner.

It's the NBA's biggest guns. And all their shots.

You start at Round 1 with all 16 playoff teams. From there, the action only gets more intense. Establish your inside game. Hit a few treys. Play tenacious "D." Nail letter-

perfect foul shots with the exclusive "T" meter.[™] Use up-to-the-minute game stats to know when a starter's fatigued and when to go to the bench.

It's a tall order. But if you can stand up to the competition, the NBA title is yours.



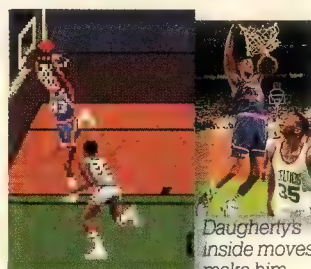
Hardaway's unstoppable UTEP 2-step.



The Mailman's In-Your-Face Dunk always makes a huge splash.



Kemp's Off-the-Glass Jam always shatters the competition.



Cleveland's center of attention.

EA[™] SPORTS is all over the court like a loose ball. With coverage of every brick that clangs off the rim, every squeal of \$159 sneakers. Instant replays. Scores from other games. Stats. Highlights. Jump at this chance to join basketball's elite. Visit your local Electronic Arts dealer or order by phone anytime: (800) 245-4525.

And play with the champions of the NBA.



95¢ for the first minute, 75¢ for each additional minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a Touch-Tone telephone. Messages subject to change without notice. EA SPORTS, Bulls vs Blazers and the NBA[™] Playoffs, and "T" Meter are trademarks of Electronic Arts. The individual NBA Team insignias depicted are trademarks which are exclusive property of the respective teams and may not be reproduced without the written consent of NBA Properties, Inc. NBA is a registered trademark of NBA Properties, Inc. Nintendo[®] Super Nintendo Entertainment System[™] and Super NES[™] and the official seals are the trademarks of Nintendo of America Inc.

Product Information Number 140





Zelda III

I was doing well in *The Legend of Zelda: A Link to the Past*, but I've been very confused since I got to the second palace of the Dark World (where the swamp castle is in the Light World). When I enter, there's a ladder to the left, but I can't go up! Help! If I need a certain item, could you tell me where to find it?

Alan
Oakville, Ont.
Canada

You must fill the chamber with water before you can reach the ladder. Stand outside the palace and warp to the Light World. You end up at the water gate. Pull the switch inside, then return to the Dark World and re-enter the palace. The tunnels will be full of water and you can swim to the ladder.

We've gotten the first crystal in the Dark World, but we always run out of arrows at the guardian of the second crystal. Can we beat him with anything else? If not, what *do* we do?

Donna and Clayton
Sweetwater, TX

The guardian, Arrghus, is surrounded by a herd of smaller creatures called Arrghi. Use the Hookshot to pull away the Arrghi, then attack Arrghus with the sword. When all the Arrghi have been destroyed, Arrghus jumps at you — protect yourself with the spin-attack.

Side Pocket

Here's a cool tip for *Side Pocket* on the Genesis: If you're having trouble with

some trick shots, don't worry. Turn on your Genesis, but don't press Start. The demo mode will show you how to do a lot of the tricks!

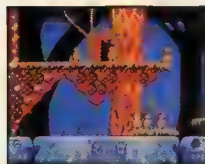
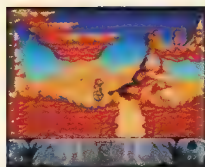
Nick
Yorktown Heights, NY

Alisia Dragoon

I can't beat *Alisia Dragoon* for Genesis. The big tank at the bottom of the mine in level 5 keeps killing me. Please help!

Sean
Austin, TX

Stand on the highest ledge and face right. Wait for the tank to shoot its lasers, jump straight up to dodge them, then jump over the tank and shoot it from behind. When it comes at you again, it lobbs grenades. Stay back to avoid them, then jump over and shoot the tank from behind again. Go back to the ledge and start the whole thing over — repeat this pattern until it's destroyed.



the HUMANS™



The Survival Of

Roll over Darwin, THE HUMANS™ have finally evolved. The best-selling PC game is now the coolest game available for the Sega™ Genesis.™ Love, death, food, setting things on fire, all the things that make video games great are here.

Discover stuff like The Spear, Fire, The Wheel, Rope, and Gravity. You'll need all the tools you can get to survive. It's a frantic race against time, with dinosaurs, logic, and the laws of physics standing between you and the next rung on



Ultimate Stuntman

I'm having trouble defeating Mega Slug in *Ultimate Stuntman* for NES. I hit him a lot, but nothing happens. Can you please tell me where to hit him?

Jorge
Los Angeles, CA

You can damage Mega Slug only if you hit it in the eye.

King's Quest V

I've been to the temple in the desert in *KQ5* for the NES, but I couldn't get in. I've also been to the bandits' hideout,

but could only get into the small tent. I got the shoe from the skeleton, then saved the mouse from the cat by throwing the shoe. I've got a pie, a honeycomb, and a coat. Any hints about what I can do?

Ken
Chilliwack, BC
Canada

To get in the temple, first watch the bandit leader open the door. Hide behind the rocks to the right and watch the bandit wield his magic wand. Follow the bandit to his camp and sneak up on him while he's asleep in the small tent. Grab the wand and head back to the temple.

Metroid II: The Return of Samus

In what area of *Metroid II* for Game Boy is the plasma beam located? And where is the spider ball?

Justin
Tampa, FL

Plasma beams — the most powerful power-up in the game — can be found in Phases 5 and 8. The spider ball is trickier to find: Work your way to the far right of the huge power-up cavern in Phase 3. When you come to a wall with a narrow gap in it, change into a sphere and use a bomb to bounce yourself up and through the gap. Beyond the wall is a long drop, and at the bottom is the spider ball. Use it to get out of the pit.

Kirby's Dream Land

How do you beat King Dedede in *Kirby's Dream Land* for Game Boy?

Denzil
Laie, HI

When he slams his hammer down, stars appear. Inhale the stars, then spit them back at him.



The Hippest.

the evolutionary ladder. Score points and survive levels by trying to keep as many of your tribesmen intact as HUMAN-ly possible. Screw up, and you're nothing but a time line footnote. As the brilliant Charles Darwin once said, "you

snooze,... you lose." So get your copy of THE HUMANS before they're extinct at your store.

**Keep The
Tribe Alive.**

GAMETEK®

Each box of HUMANS includes:

- ◆ Over eighty insomnia-inducing unique levels
- ◆ Hundreds of HUMANS, hand rendered to scale size with painstaking realism
- ◆ A generous helping of nasty pitfalls and horrible beasts
- ◆ Funky tribal bongo music

Manufacturer does not claim responsibility for sweaty palms, nausea, obsessive compulsive behavior, or skin rashes caused by frustration.



Sonic 2

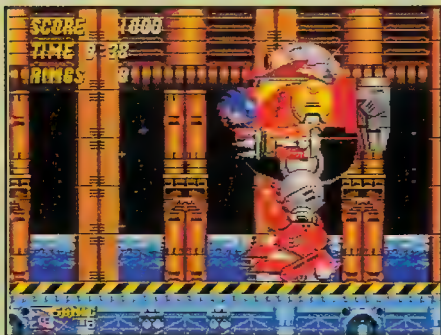
The look-alike Sonic Robot was easy to beat, but I just can't get past Dr. Robotnik's Death Egg machine. Where's its weakness?

Rusty
LaFarge, WI

Notice that Robotnik's arms swing back and forth as he walks. Jump and spin so you hit him above the arms — preferably when they've swung down so one or the other isn't sticking out ready to impale you. You can also get in two or three hits when he stops walking and stands still getting ready to jump. After he's airborne, wait in a corner and rev up for a super dash-attack, then take off when the target grid turns red. You can easily avoid his arm when he shoots it at you from the other side of the room. Now wait for his second jump. Rev up again and be ready to dodge. When he lands, the cycle starts over again. It takes 12 hits to defeat the big machine.

I've collected all the chaos emeralds in both *Sonic* games, but nothing has happened! Am I missing something? Is anything supposed to happen?

Jill
Broomfield, CO



In the original *Sonic*, collecting all the chaos emeralds gives you a slightly different ending: Sonic juggles the emeralds as you win. In *Sonic 2*, getting all the gems lets you become Super Sonic. Here's how: Begin a "Sonic Alone" game and collect all seven emeralds. When the screen tells you "Now Sonic can change into Super Sonic," you should grab 50 rings or more, then jump.

Super Mario World

I can see a key in the Ghost House in the Valley of Bowser, but I can't get to it. Don't tell me to bring over the "P" block — I've already tried that. What do I do?

Tom
Syracuse, NY

The P-switch is only half the solution. There's a coin block under the platform with the key. Once you hit the block, you'll notice that now if you move Mario, you move the stream of coins, too. Use this trick to build a set of stairs up to the platform with the coins, then jump on the P-switch to turn the keys into blocks and climb up. Hurry — the blocks don't stay there forever!



Bart vs. the Space Mutants

How do you spray Moe's shirt or apron? I've tried everything and am desperate for help.

Brian
Cantoocook, NH

First, use a coin in the phone booth just outside Moe's tavern. Bart makes a crank call that makes Moe exceptionally angry.

Quickly get out of the booth and wait outside the tavern door — Moe himself comes charging out a moment later. Spray away!



Revenge of Shinobi

I am seeing things! In my copy of *Revenge of Shinobi*, after I defeat Spider-man I have to fight Batman. But in my friend's copy of the same exact game, after you defeat Spider-man you fight a Batman wanna-be with brown fur legs. Why did Sega do that?

Jermain
Chicago, IL

You're not seeing things — there are two versions of *Revenge of Shinobi*. You've got an early version, and your friend has the legally corrected one. In Japan, *Revenge of Shinobi* contained both Spider-man and Batman, and the characters were kept when the game was brought to North America. You'll notice that the title screen gives a credit to Marvel Comics for the character of Spider-man, but obtaining the rights to Batman was trickier. Sega had to drop Batman, thus the quick substitution.

Star Trek — 25th Anniversary

I've been stuck on planet Lotia for about three months in the NES *Star Trek* game. I need to know how to break into the print shop, what to do in the building next to the pay phone, and what the drunk means by "if you got the rocks."

Kevin
Derby, KS

The Winner Takes The GOLD

**BEST AD
CONTEST!**

READERS' CHOICE AWARDS



**Vote for this issue's best
advertisement!**

**Tell us what ad you think is the
coolest,
the
freshest,
and the
most informative.**

MAIL TODAY TO:

**Game Players Best Ad Contest
Game Players Nintendo Guide
PO Box 29364
Greensboro, NC 27429**

**Send in your ballot
TODAY- and you'll
be eligible to win
your choice of a
Game Players
t-shirt or Game
Players Nintendo
Encyclopedia!**

Name _____

Address _____

City _____ State _____ Zip _____

My favorite ad is on page _____

The title is _____

If I win, I'd like to receive: ☐ Game Players Encyclopedia of
Nintendo Games

☐ Game Players T-Shirt



They Just Want

ALSO
AVAILABLE
ON MS-DOS
AND
AMIGA

ONE
OR TWO
PLAYER
ACTION!

THE LOST VIKINGS It To Go Home!

Erik the Swift, Baleog the Fierce and Olaf the Stout need serious help! Sucked into an alien spaceship, our pillaging friends are hurled through time, space and alien lands. With a jammin' musical score, our space-faring heroes come alive and humorously fight their way through 35 rip-roaring levels and solve the puzzles of Prehistoria Egypt, The Great Factory, Wacky World and more. To order "The Lost Vikings", call 1-800-969-4263 or see your local retailer.



Interplay
17922 Fitch Avenue
Irvine, CA 92714

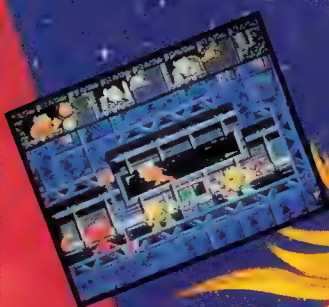
"A new
concept in
video gaming."
Electronic
Gaming
Monthly



THIS OFFICIAL SEAL IS
YOUR ASSURANCE
THAT NINTENDO HAS
APPROVED THE QUALITY
OF THIS PRODUCT. ALWAYS
LOOK FOR THIS SEAL WHEN
BUYING GAMES AND ACCESSORIES
TO ENSURE COMPLETE COM-
PATIBILITY WITH YOUR SUPER
NINTENDO ENTERTAINMENT
SYSTEM.

LICENSED BY
Nintendo

© 1993 Interplay Productions and Silicon & Synapse. All rights reserved. The "Lost Vikings" is a trademark of Interplay Productions, Inc. "Nintendo, Super Nintendo Entertainment System, Super NES and the official seal" are trademarks of Nintendo. America, Inc. © 1989 Nintendo of America, Inc.





The drunk is the key to solving the whole puzzle. "Rocks" indicates diamonds, and if you give him the diamonds you found earlier, he gives you a set of printing plates. Break into the print shop using a hairpin (it's just lying on the street — head straight south from the print shop). The building next to the phone is the police station. After you've used the plates to make some money, then used the cash to win back McCoy's communicator, turn in the plates like the law-abiding space traveler you are.

Phantasy Star III

I'm having trouble in *Phantasy Star III* for Genesis. I married Maia and gave birth to Ayn. I wandered around and rescued Thea, so I have the Twins Ruby, but on the way back to Landen, I was stopped by a guy who says, "You can't pass by order of Lune." How do I get into Landen?

Steve
Findlay, OH

First, return to your family in Wren's Cave, then go north. There's a cave there you can enter using the Twins Ruby — this cave takes you to Landen. You enter through a set of stairs in the Technique shop.

Star Tropics

I'm on the eighth and final level of *Star Tropics*. How do you beat the big lizard?

John
Lexington, KY

The secret is to stay as far away from Zoda as possible and concentrate on staying alive. Use the Super Nova — which can reach across the room — for as long as you

can. If you get too low on energy, switch to the gun. When Zoda releases a set of bouncing blobs, quickly destroy them, then go back to attacking him.

Ecco the Dolphin

I have big troubles with *Ecco the Dolphin*. I'm on level 22, Dark Water, and I can't find the exit. I've searched everywhere — for days! The creature that looks like a string of atoms keeps killing me with electricity. Please let me know what to do before I take the game and smash it to pieces!

Michael
Fresno, CA

Don't get violent! To get past this creature, you must hit five of its like-colored spheres in a row.

Two-Player Games



My husband and I bought a SNES system on New Year's Day. We had a blast conquering *Super Mario World*. Now we're looking for games that involve simultaneous two-player action — we don't like games where one person plays for a long time before the other takes over. Can you suggest some games we'd enjoy?

Karen
Maple Park, IL

For starters, try these sports games: Super Tecmo NBA Basketball, John Madden '93, and Super Bases Loaded. If sports isn't your bag, you might get a kick out of Super Mario Kart, a real favorite here at Game Players. There's also Street Fighter II, of course, the most popular game in the

country right now (and check out "Son of Street Fighter" in this issue for additional two-player fighting games). If you'd rather work together than compete, try Brawl Brothers or Contra IV. Finally, if you prefer to pool your brain-power on a role-playing game, give Final Fantasy II a try.

Spider-man vs. the Kingpin

I've found a trick for the Genesis version of *Spider-man*. Select the "Nightmare" level. When you start in the warehouse, keep moving right, past the first enemy and the dog. You can crawl through the last set of boxes before you have to climb, skipping a lot of the warehouse. But be careful — Venom is waiting to help defend the forklift, although he goes away after about two minutes.

Jeff
San Diego, CA

Great tip, Jeff! Be sure to get a picture of the forklift the second it comes on-screen. To defeat it, crouch for a moment to draw down the lift's platform, then leap over and shoot it from behind.

Batman Returns

I need some help with *Batman Returns* for Genesis. After defeating the Penguin, I fight Catwoman. So far, I've witnessed two endings: If I defeat Catwoman, she's surrounded by cats, then disappears. But if Catwoman defeats me, Batman takes off in the Batmobile.

I've been told that there's a *third* ending if you avoid Catwoman. I've tried, but often the credits start. If I avoid the electricity falling from the wires and get into a pattern of jumping down while Catwoman jumps up, then jumping up when she jumps down, the credits stop and don't start again until I start walking back and forth. But this makes me die!

Colby
Parsons, WV

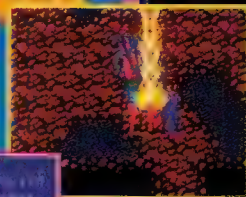
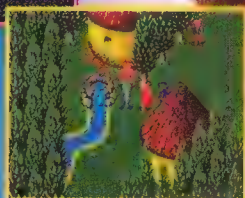
You've hit on the right strategy. Keep moving around the screen and avoid both the electricity and Catwoman. If you're patient enough — and skillful enough — to keep it up, the credits finally stop rolling. Keep trying, and don't give up!

GP

Dare To Escape!

TRECO™

SORCERER'S
Kingdom™



The ear-splitting cry of a Griffin wracks your brain and echoes down the long dark corridors of Sorcerer's Kingdom.

Only your sense of duty to your King gives you the courage to venture forth. As you defeat foe after foe in this precarious land, you feel your muscles growing stronger and your reflexes getting swifter. Up ahead you finally glimpse the daylight and run for fear of what is closing in behind you. You find yourself at the edge of a towering cliff where your only hope for escape is to don your magical wings and fly...



OFFICIAL
SEGA

SEAL OF
QUALITY

Treco, USA

901 Cambridge Drive, Elk Grove Village, IL 60007

Phone: (708) 364-9787 • Fax: (708) 364-9831

TRECO™ and Sorcerer's Kingdom™ are trademarks of Treco, U.S.A. • SEGA and GENESIS are trademarks of SEGA Enterprises Ltd.

Product Information Number 107



SKIP LEVELS

When the "Start Game, Option Menu" choice appears on the title screen, quickly punch in A four times, X, B four times, Y, X four times, A, Y four times, and B — you hear a Jawa sound if you got it right. When you begin, notice that you've already found Han, Chewie, and the Light Saber. You can also skip to the next level at any time by pressing Start on controller 2. Whew! Whatta lotta code!



Input the code here.

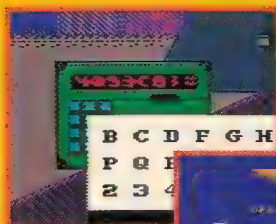


You get Han, Chewie, and the saber...



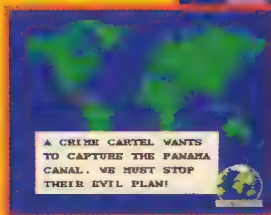
MISSION SELECT, INVINCIBILITY

Enter the access code 4093CB1#. Now go to the Theater entry and press Select. You can change your mission by pressing Up or Down — you can even choose three secret missions! By the way, you don't have to worry about getting shot down, either — you're invincible, too!



Enter
4093CB1#...

...then press
Select at
Theater entry.



There's no
stopping you
now!



GAME GENIE CODES

Try out these codes using your Genesis Game Genie: RHST-C6YG turns both players invincible and BXYT-CA2G takes no life away for player 2's deadly attack.



invincibility!

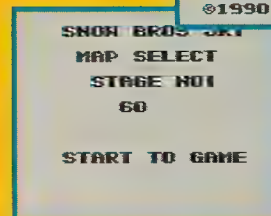
player 2's
deadly attack



LEVEL SELECT

Press and hold Up, Select, and button B on the title screen. Now hit Start to jump to the Map-Select screen.

Press Up,
Select, and B.



Press Start to
go to the Map-
Select screen!



FULL POWER

Don't type anything — simply select "End" on the password screen. When the game begins, go to the barracks and check out LeBlanc — he's maxed-out in every category! Now you can easily pull off those ace maneuvers!



Select "end"
on password
screen.

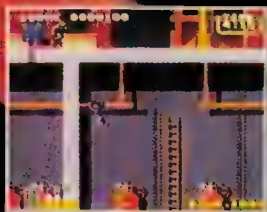


Now LeBlanc
is maxed out!

COLOR KEY

	SNES		GENESIS
	NES		SEGA CD
	GAME BOY		GAME GEAR

LETHAL WEAPON™



Excitement and adventure are back as Murtaugh and Riggs, once again, fight chaos and mayhem in the streets of Los Angeles. Conquer thugs and thieves, and overcome tricky obstacles in this action-packed, crime-fighting adventure you don't want to miss!

The name of the game

ocean

Ocean of America, Inc.
1855 O Toole Ave.
Suite 1112
San Jose, CA 95131

LETHAL WEAPON, characters, names, and all related indicia are trademarks of Warner Bros., a Time Warner Entertainment Company © 1992. All Rights Reserved. Game program © 1992 Ocean Software Limited. Ocean is a registered trademark of Ocean Software Limited. Nintendo, Super Nintendo, Game Boy™ are registered trademarks of Nintendo of America, Inc.

Nintendo
ENTERTAINMENT
SYSTEM

SUPER NINTENDO

GAME BOY



Screens shown are from the SNES version of the game.

Product Information Number 222



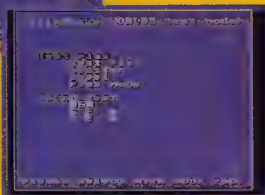
HIDDEN DEBUG MENU

Go to the password input screen and type in "mimichan." This takes you to a secret Options screen where you can select your level, become invincible, access a sound test, and more.



Type in
"mimichan..."

...to go to a
secret options
screen!



SECRET OPTIONS

During the title screen, press Start on controller 2. Now select Options while holding down the A and B buttons on controller 2 — new options appear! Now you can challenge two new difficulty modes, jump to any level, or stockpile extra lives!



Press Start on
pad 2...



...then hold A and
B while selecting
Options.



Now you can do
anything!



SEGA

Lots o' passwords!

The Undercaves
The Undercaves 2
The Vents
The Lagoon
Ridge Water
Open Ocean
Ice Zone
Hard Water
Cold Water
Island Zone
Deep Water
The Marble Sea
The Library
Deep City
City of Forever
Jurassic Beach
Pterandon Pond
Origin Beach
Trilobite Circle
Dark Water
Deep Water
City of Forever
The Tube
The Machine

WEFIDNMP
DQDIACCI
YFPALFBJ
QNIELFBG
TWLDVRET
FSSOVRET
RYUEYREG
NIFBYREU
ARNXXRET
HUABVRES
EGTHVREA
CWRLXRES
FCNPXREB
BTFIXREZ
PAYUXREZ
QQZTAPER
EITXAPEV
UTQBBPEY
YZNGBPBK
JBNKBPBK
WSGAKNLC
RLGLGPLZ
GCNHKMLJ
DKUDKMLR



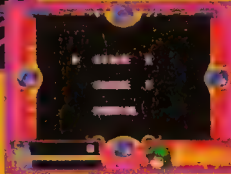
STAGE SELECT

Press Start at the title screen to bring up the game select. Press left, right, right, and Up — now you can begin on any level of this wacky game!



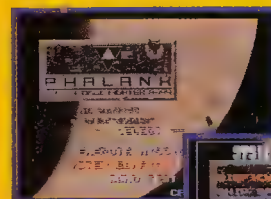
Press left, right,
right, and Up...

...now you can
giggle your way
right to the end!



STAGE SELECT

Highlight the System Configuration option and press B while holding down the R Button. Once you've accessed the config. screen, press the L and R buttons simultaneously on controller 2 — "Special Environments" appears. Now simultaneously press A, B, X, and Y on controller 2 to bring up the stage select. Finally, press the Select and Start buttons on controller 2 to max out the limits on your options.



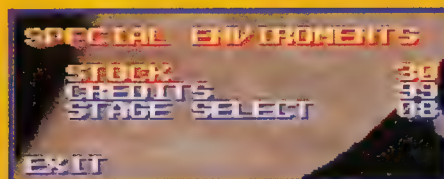
Hold B and R...



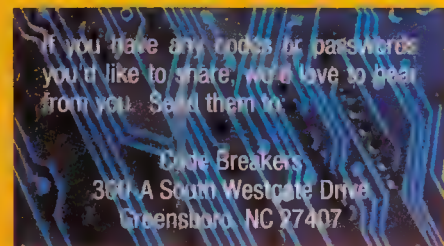
...press L and R on pad 2...



...then A, B, X, & Y for the stage
select!



Select and Start on pad 2 maxes your
options.



If you have any codes or passwords
you'd like to share, we'd love to hear
from you. Send them to:

Code Breakers
300 A South Westgate Drive
Greensboro, NC 27407

TAKE
IT FOR
A SPIN

SUNSOFT



Sunsoft is a registered trademark of Sun Corporation of America.
© 1992 Sun Corporation of America. TAZ-MANIA, characters, names
and all related indicia are trademarks of Warner Bros. © 1992

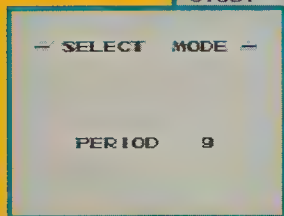
Product Information Number 230



STAGE SELECT

Highlight the Continue option at the title screen, then press Start while holding down the A Button. With this simple code, you can jump to any level!

Hold A and
press Start...



...to jump to
any level.



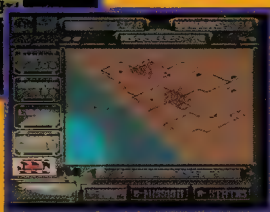
TEN EXTRA LIVES

Enter BS9JS27 at the password screen to give yourself ten extra men. Now go back and start a new game (or enter your own password). When you begin, you should now have seven more 'copters than you did!



Enter
BS9JS27...

...to start with
ten lives!



ALL THAT AND A BAG OF CHIPS!

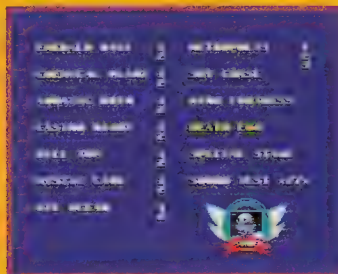
Go to the Options screen and select the sound test. Using the B button to select the tunes, play them in this order: 19, 65, 9, and 17. You should hear a chime as song 17 begins, letting you know the sequence was input correctly. Go back to the title screen and press Start while holding down the A button — a level-select appears!

Notice the new sound test on the level-select screen. Use button B to play these new tunes in the following order: 4, 1, 2, and 6. Now select your level. Grab 50 rings and leap up to become Super Sonic! You can exit the level by pressing Start and A.

For a Debug menu, go back to the new sound test and play 1, 9, 9, 2, 1, 1, 2, and 4. Be sure to hold down the A button when you chose your stage. Now press the B button to become an object, the A button to change the object, and the C button to place an object!



Play tunes 19, 65, 9, and 17.



Now hold A and Start on the title
screen for a level-select.



Use the new sound test
for more tricks!



GAME GENIE CODES

Try out these codes using your Super NES Game Genie: C2AE-DF65 gives you infinite credits; DDBB-D404 stops the timer (although you still lose time hitting hazards); and BDBC-0F65 makes the Plus-5 bricks worth nine extra seconds instead.



infinite credits



SECRET OPTIONS

Select the Cyberzone mode, then press Start while holding down the L and R buttons on the Difficulty screen. This takes you to a screen where you can change your level, number of lives, shots, speed, and reload time.



Hold Start, L, and R...



...for special options
screen!

Are You
Pumped
and Ready?

GAMETEK'S
AMERICAN
GLADIATORS™

You'd
Better
Be!

Sweepstakes!

1
★
GRAND PRIZE

A Super NES®!

PLUS

A Sega®
Genesis® System!

PLUS

American
Gladiators™ carts
for each system!

PLUS

Other Gametek
television hit titles!

5
★
SECOND PRIZES

American
Gladiators™ carts
for the system
of your choice!

50
★
THIRD PRIZES

American
Gladiators™
"The Video Game"
Poster!

The American Gladiators™ for the Super NES® and the
Sega® Genesis® System are available at:
Captron, Electronics Boutique, Hills, Meijer, Software Etc.,
Waldensoftware, and West Coast Video*.

* Selected locations.

©1993 by The Samuel Goldwyn Company. "AMERICAN GLADIATORS" and all associated names, likenesses
and designs are trademarks of The Samuel Goldwyn Company. All rights reserved. Super Nintendo
Entertainment System, Nintendo, Game Boy and the official seal are registered trademarks of Nintendo of
America Inc. Sega Genesis is a registered trademark of Sega of America. GP Publications Inc. is not
affiliated in any way with Nintendo of America Inc. or Sega of America. No purchase required. One entry
per person. To enter fill in the coupon or print your name, address, city, state, zip code, phone number, age,
and the words "Game Players American Gladiators Sweepstakes" on a 3" x 5" piece of paper and mail to:
Game Players American Gladiators Sweepstakes, P.O. Box 29364, Greensboro, NC 27429. For a complete list
of contest rules and prize values, send your request in a self-addressed stamped envelope to the above
address.

ALL ENTRIES MUST BE
RECEIVED BY
AUGUST 15, 1993

MAIL TO: Game Players
American Gladiators™
Sweepstakes
P.O. Box 29364
Greensboro, NC 27429

Name _____

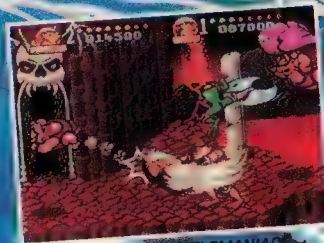
Address _____

City _____ State _____ Zip _____

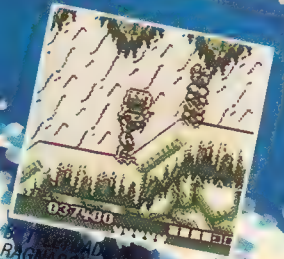
Tel. Phone# _____ Age _____

My game system is: ☐ SNES ☐ Genesis

TOADAL WAVE!



BATTLETOADS IN RAGNAROK'S WORLD



BATTLETOADS IN RAGNAROK'S WORLD



BATTLETOADS IN RAGNAROK'S WORLD



LOOK FOR THESE GREAT
GAMES AT A RETAILER
NEAR YOU!



TRADEWEST

Product Information Number 235

TradeWest, Inc. 2400 S. Hwy. 75, Corsicana, TX 75110
BATTLETOADS TM & © 1992, 1993 Rare Ltd. Licensed by
TradeWest, Inc. by Rare Game Ltd. DOUBLE DRAGON is
a trademark of Technos Japan Corp. Nintendo, Nintendo
Entertainment System, Super Nintendo Entertainment
System, Game Boy and the official seal are registered
trademarks of Nintendo of America Inc.



In this first "TechTalk" column, we're taking a look at **Virtual Vision**, an exciting — and expensive — new way to watch TV and play video games; explaining Nintendo's **Super FX chip**; and testing G & C's new **Firestick**, a must for *Street Fighter II* fans.

V irtual Vision

Imagine a television so portable that it actually floats in front of your face. Sound futuristic? Not to the technical wizards at Virtual Vision in Redmond, WA. They believe their Virtual Vision Sport will make portable television *truly* portable.

The five-ounce Virtual Vision Sport looks like a cool pair of shades. But it allows wearers to view anything from sitcoms to PC screens on a miniature reflective lens housed inside the eyewear. The image virtually floats in the air, and it's so close to your eyes that it looks the same as a 60-inch screen when viewed from 15 feet.

Virtual Vision also has built-in headphones that provide high-fidelity sound. It's attached to a belt pack that has a TV tuner and separate video and audio inputs.

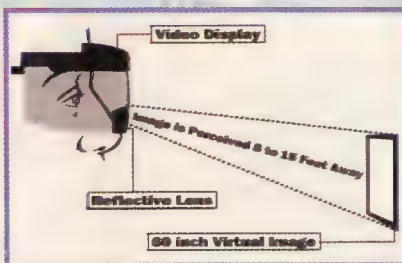
Early demonstrations of Virtual Vision drew quite a crowd at the Winter Consumer Electronics Show in Las Vegas, and the people who got a chance to try the visor were very impressed. Although the initial price tag when Virtual Vision goes on sale in June is a hefty \$900, a spokesman for the company said that the price might drop as much as 50 percent after the first six months.

Similar systems are also in the works, including the Sony Visortron, which is still a year away, and the Goggle Vox, which is being developed in England.

Virtual Vision



How It Works

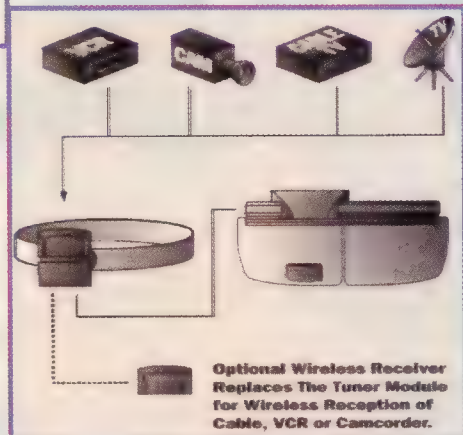


There's a miniature video display inside the eyewear, as well as a reflective optical system. The video display bounces the image off the reflective lens mounted on the eyeglass.

The belt pack is the power source, accepting input sources from any component — including camcorders, VCRs, and video-game systems.

What You See

When you wear Virtual Vision, you see an image inside the glasses in addition to the world around you. Optically, the image looks like it's about 15 feet away.

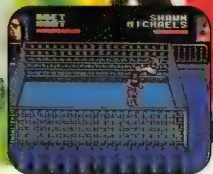
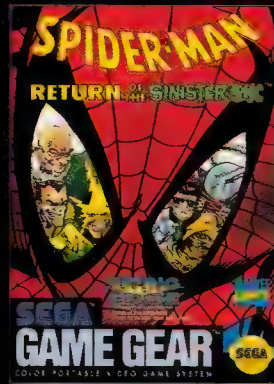


TV for the Jacksons' generation.

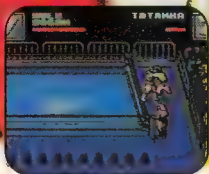
If you have questions or comments you'd like to see in "TechTalk," drop us a line at 300-A South Westgate Drive; Greensboro, NC 27407.

GEAR UP!

**THE RAGE IN THE CAGE, THE WAR OF THE WEBS
AND THE BATTLE OF THE MACHINES!**



**ACTION SO INTENSE
ONLY 15 FEET OF STEEL
CAN CONTAIN IT!**



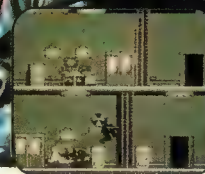
**IN AND OUT OF THE
RING MAYHEM!**



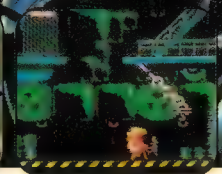
**UNPLUG ELECTRO
WITH WEB-SWINGING
ACTION!**



**BATTLE DR. OCTOPUS'
ARMY OF ARMS!**



**DESTROY CYBERDYNE
RESEARCH!**



**HASTA LA VISTA,
BABY!**

For more portable power, check out the bodyslamming excitement of  **WrestleMania® Steel Cage Challenge™**, the amazing web-swinging action of **Spider-Man®: Return of the Sinister Six™**, and the explosive firepower of **Terminator™ 2: Judgment Day**. Gear up for great graphics and game play with the biggest superstars on Game Gear™!

GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM

**FLYING
EDGE™**



©The World Wrestling Federation logo and WrestleMania are registered trademarks of TitanSports, Inc. © 1993 TitanSports, Inc. Hulk Hogan™, Hulkamania™ and Hulkster™ are trademarks of Marvel Entertainment Group, Inc. All other distinctive character names, likenesses, titles and logos used herein are trademarks of TitanSports, Inc. All rights reserved. SPIDER-MAN® and all other Marvel characters and the distinctive likenesses thereof are trademarks of Marvel Entertainment Group, Inc. and are used with permission © 1993 Marvel Entertainment Group, Inc. All rights reserved. TERMINATOR™ 2 JUDGMENT DAY, T2, ENDOSKELETON and DEPICTION OF ENDOSKELETON are trademarks of Carolco Pictures Inc. (U.S. and Canada); Carolco International N.V. (All Other Countries) © 1993 Carolco Pictures Inc. and used by L.J.N. Ltd under authorization. Sega and Game Gear are trademarks of Sega Enterprises Ltd. Flying Edge is a division of Acclaim Entertainment, Inc. TM & © 1993 Acclaim Entertainment, Inc. Computer game © 1993 Acclaim Entertainment, Inc. All rights reserved.



Super Effects

Star Fox is the first of four titles to be released by Nintendo of America this year that uses the new Super FX chip for realistic 3-D graphics and texture-mapping. But just how does the chip work?

The Chip

Think of the Super FX chip as a tiny computer deep in the heart of a video game. Developed in England by Argonaut Software, the chip is capable of operating three times faster than an ordinary computer using RISC (Reduced Instruction Set Computer) technology.

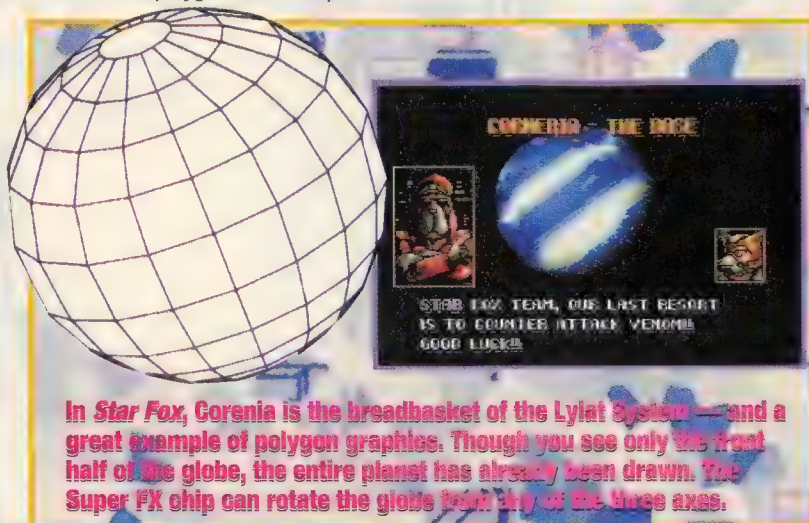


The extra speed means the chip can perform complex calculations and instructions, compute them, then quickly produce the results — such as drawing a background or character. The chip's main task includes creating real-time polygon graphics (key in building 3-D models), object rotation and scaling, texture-mapping (wrapping or covering shapes with a separate image), and light-source shading (important for a realistic picture).

Memory Capacity

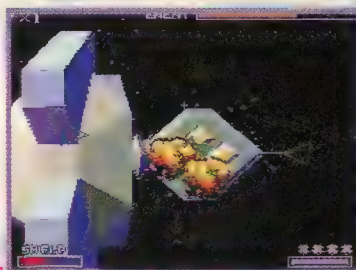
Instead of relying solely on characters and objects drawn pixel by pixel — which require massive amounts of memory — programmers using the Super FX chip can join 2-dimensional polygons into complex

3-D objects. The Super FX chip is able to calculate, draw, and move the polygons with the exceptionally fast processing speed of its internal memory.

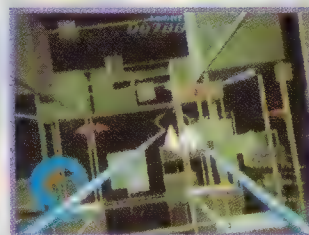


In *Star Fox*, Corenia is the breadbasket of the Lylat System — and a great example of polygon graphics. Though you see only the front half of the globe, the entire planet has already been drawn. The Super FX chip can rotate the globe from any of the three axes.

The Rock Crusher is an example of light-source shading, gradations that make the object look more realistic.



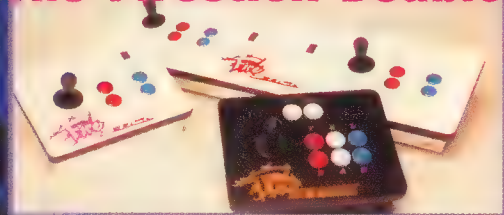
The Super FX chip also has the ability to enlarge, reduce, and rotate sprites in a fraction of the time it would ordinarily take.



Namco's arcade game *Star Blade*, on which *Star Fox* is loosely based, also uses polygon technology.

Fight Quietly and Carry a Big Stick

The Firestick Double



G & C Joystick has developed a joystick that's almost as big as an arcade — and it's constructed from the same materials used to build real arcade machines.

The Firestick Double, 2 1/2 feet long and weighing 16 pounds, is certainly the

biggest joystick we've ever tested. Two players use separate controls mounted in the same durable casing. The electronics are encased in thermo-fused melamine (that's an extremely durable plastic) and the buttons are made of high-quality plastic and use "cherry" microswitches (just like in the arcades). It's as easy for lefties to use as right-handers.

There are four versions of the Firestick available. The Firestick Double sells for \$179.95, and the single retails for \$89.95. Turbo versions of each run about \$10 more. They're high prices, sure, but Capcom's Fighter Power Stick is \$99.95, and it's one-player only.

Now available for the Super Nintendo, Genesis versions are on the way. Designed with *Street Fighter II* in mind, the Firestick is still great for platform games and shooters.

The Rating:

ACCURACY	8
COMFORT	7
SPECIAL FEATURES	5
BANG FOR THE BUCK	4
GAME SUPPORT	N/A
ORIGINALITY	5

GP

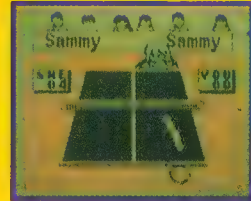
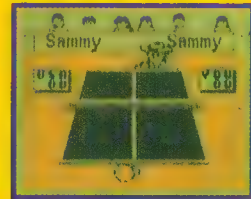
OVERALL



SAMMY'S TRIPLE WHAMMYS!!



**The Only Ping-Pong Game
of its Kind!**



GAME BOY

"2 Player Competitive Action!"



TM



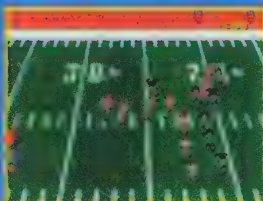
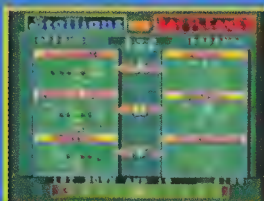
BATTLE BLAZE™

SUPER NINTENDO
ENTERTAINMENT SYSTEM

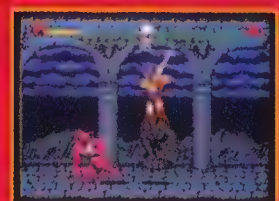
AT LAST... USER FRIENDLY FOOTBALL!

"2 Player Competitive Action!"

Battle with the Best!



This official seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Super Nintendo System.



1993 American Sammy Corporation · 901 Cambridge Drive, Elk Grove Village, IL 60007 · Phone (708) 364-9787 Fax (708) 364-9831
SAMMY AND THE SAMMY LOGO ARE REGISTERED TRADEMARKS OF AMERICAN SAMMY CORPORATION. NINTENDO, GAMEBOY, AND NINTENDO ENTERTAINMENT SYSTEM ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA, INC.

STREET FIGHTER II

Capcom
Genesis

Chris Slate

Nintendo said it wouldn't happen. Sega "officially" didn't know anything about it. Meanwhile, Capcom's research and development department was working overtime. Now, thousands of Genesis fans know the truth: *Street Fighter II is here for Genesis, and it's the Champion Edition!* Now stop with the letters!

From what we hear, Nintendo's deal with Capcom included a clause stating that *SF II* couldn't be developed for any other system for a specific amount of time. So although Sega and Capcom had been developing the game for months, they were legally sworn to silence.

This chart clearly shows that Sega's *Champion Edition* has the edge over *SF II* in terms of features. Players can also expect all-new moves, such as Chun-Li's Neck-Breaker and Guile's Sonic Knee. You can also play bonus stages missing from the SNES version.

In short, lightning's about to strike twice for Capcom, and the company's first Genesis game should go through the roof. And with the last of Nintendo's big licenses under its belt, Sega of America just keeps getting hotter. Nothing — not even *Sonic 3* — could sell more Genesis systems than the appearance of this game.

SNES vs. GENESIS

	<i>Street Fighter II</i>	<i>Street Fighter II: Champion Edition</i>
Characters Controlled by Player	8	12 (including four bosses)
Action Levels (in Two-Player mode)	36 possible battle matches	78 possible battle matches
Capacity for "Same Vs. Same" Mode	only with special user code	standard built-in feature



As with the SNES *Street Fighter*, you can change the difficulty, button configuration, music, and sound effects from the Options screen.

Your old favorites are here — and there are four bosses, too! That gives you a dozen different fighters, more than any other fighting game!



Can even Vegas contain the excitement of Balrog vs. Sagat? It's thunderous uppercuts against Tiger-Kicks in this boardwalk bloodbath!

BOSSES!



BISON

SAGAT

BALROG

VEGA



DRAGON PUNCH! DRAGON PUNCH! Ken and Ryu may be old friends, but their rivalry is now hotter than ever! They're both trained in the same moves, but each one believes he's better at them.

Chun-Li's Chest-Kick is a prime example that bigger doesn't always mean better.



BONUS LEVELS!

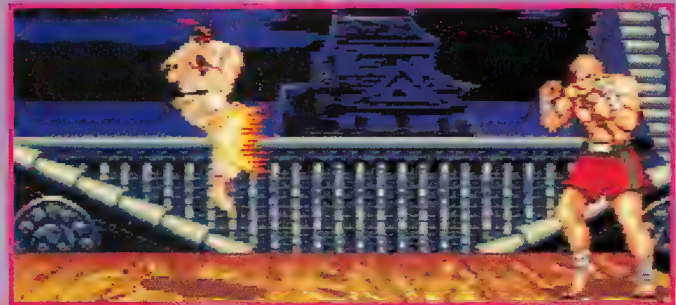


NEW MOVES!



A Sagat Knee against a Bison Flame Torpedo? Hmmm... this could be messy...

Vega owns the airwaves thanks to high-impact moves like this. Maybe a ground attack is not a bad idea after all.



A Tiger Flame beats Ryo's Hurricane-Kick any day of the week. You'd be crazy to pull that move unless you're very close to Sagat.

Sagat's Tiger-Uppercut is even more powerful than Ryo or Ken's! However, it still suffers from a very short range. Get in close to pull off this tricky move.



Ow! Ow! Ow! Don't fight E. Honda in close or he'll maul you with power moves like this one.

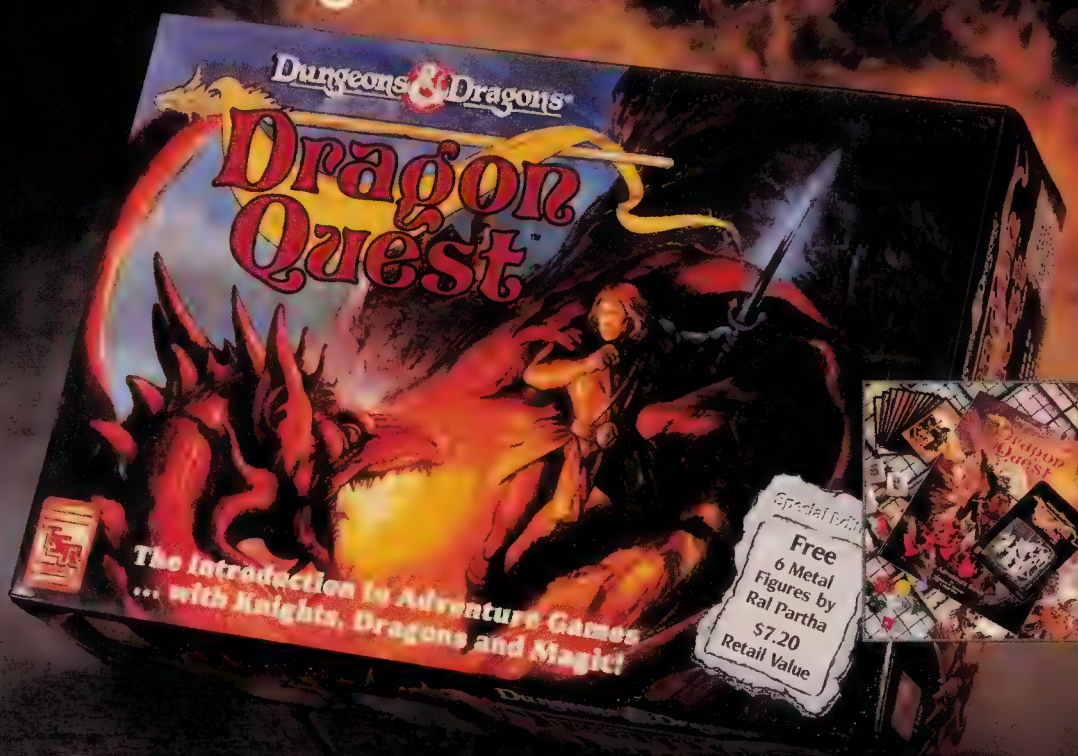
SAME VS. SAME!



Dragon Quest™ GAME

Want to be a real hero . . .
Looking for real adventure?

The new DRAGON QUEST™
game has it all!



Discover the DRAGON QUEST™ game today! Team up with your best friends and explore a world of brave warriors, powerful wizards, ferocious monsters, and vast treasure. Every time your party plays the DRAGON QUEST game, you'll discover it's a different game . . . and Always an Adventure!™

Look for the DRAGON QUEST game at
book, hobby and game stores everywhere!

Dungeons & Dragons® GAME

Always an Adventure!™



DUNGEONS & DRAGONS is a registered trademark owned by TSR, Inc. DRAGON QUEST, Always an Adventure! and the TSR logo are trademarks owned by TSR, Inc. ©1993 TSR, Inc. All Rights Reserved.

Product Information Number 236



Featuring:

- **Doomsday Warrior**
- **Fatal Fury**



- **Power Moves**
- **Street Combat**
- **Tuff E Nuff**



SON OF *Street Fighter*

Is the game-playing public trying to tell us something? When you buy as many copies of a game as you did *Street Fighter II*, you can bet that the word gets out — and that the gaming industry is going to listen.

In the year since Capcom released *Street Fighter II* for the SNES, companies have been scrambling to put out their own versions. These five are the most recent (two from Takara, *The Art of Fighting* and *Fatal Fury 2*, are in development), and each follows *SF II*'s tournament-style game play, where the only rule is survival. Some carts offer new twists on Capcom's original idea, while others are direct... dare we say... "rip-offs"? Some games even duplicate popular *SF II* attacks!

Each of these games was tested in the following categories:

GRAPHICS — This one's simple, but still vital. Do the characters look good? Are their movements smooth?

SOUND — When someone gets punched, do you hear a wimpy *beep*, or does it sound as if his chest just caved in?

ATTACKS — How many different moves does each character have? How cool are they?

CHARACTERS — Are the fighters unique and interesting, or does everyone look the same? Also, how many fighters are there?

OVERALL — This one speaks for itself. If it's a good game, the Overall rating reflects it.

Although Konami is about to release *Raging Fighter* for Game Boy, the other *SF II*-esque games are for SNES. Don't worry, though, Genesis fans — Sega and its licensees may have been slow to catch on, but now that *Street Fighter: Champion Edition* and *Fatal Fury* have made their appearance, expect the same onslaught that SNES fans are enjoying. What a great time to be a game player! Now get out there and kick some butt!

Doomsday Warrior

RENOVATION

The Fighters

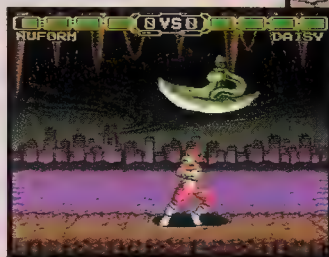


Each fighter is equipped with some pretty wild moves and two or three special attacks. Grimmrock's lightning blast, for example, finishes off most opponents.

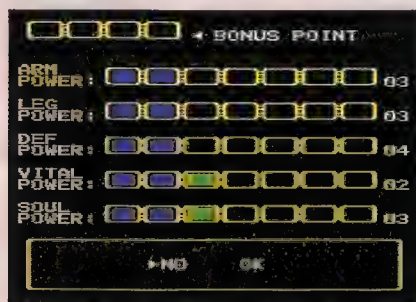


Lump can even attack with his ponytail! Now that's a man made of iron.

Nuform's jumping attacks are tough to defend — they can easily win the battle for him.

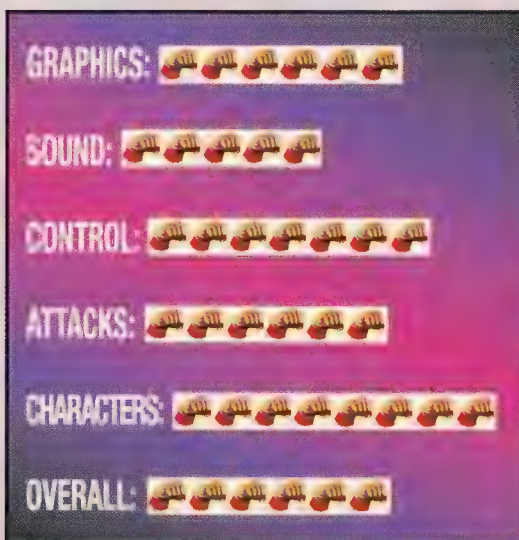


The equally matched Sledge and Layban are the only two "normal" humans, but each has unique attacks.



One of *Doomsday Warrior*'s biggest advantages is its player-upgrade feature. After each fight, you're given points to improve your fighter in certain areas.

Doomsday Warrior's strongest attraction is its characters. With seven fighters from which to choose, it may not have the largest selection, but each character is unique and inventive. Some games stick to human fighters, but *Doomsday Warrior* includes a lizard monster and a shape-changing "living liquid" in its cast. This makes for some superheroic fights, and some equally wild attacks. It falls a little behind in other categories, however, leaving it only slightly above average.



**I OPENED THE BOX AND A
FIGHT BROKE OUT.**





So there I was, sitting in the living room, channel surfing with the remote when I get in that mood - you know - for some ***Real Action.*** I reach for my new hockey game, **SUPER SLAP SHOT™**, and strip off that weird plastic, the kind that always sticks to your fingers when, BAM! **OUT FLIES A PUCK** that nails me in the face and two of the biggest mashers I've ever seen hauling after it. WHOAAAAA!



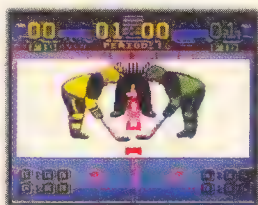
Next thing I know, I'm wiping ice out of my eyes, it's really freakin' cold and I'm standing in a ref's outfit in the middle of a rink in front of thousands of screaming fans. Those same two guys whiz by me and slam up against the wall. They start ***shredding*** each other, the crowd goes off and I'M supposed to send THEM to the penalty box?! YEAH, RIGHT!



They ain't havin' it. They come screaming down the ice like I'm the puck and **Check Me** so hard, I'm sent flying back into my living room. TRIP OUT!

I dive for the Super NES® controller under the sofa cushion and now **I'm in control of this game.**

YES! 32 teams to choose from, exhibition or tournament mode, fighting and shootout practice, adjustable team skills and aggression, ref's that range from "tough" to "blind," fourteen pages of hot stats, ballistic skating and throat-ramming slap shots!



SUPER SLAP SHOT™ Bust one open.

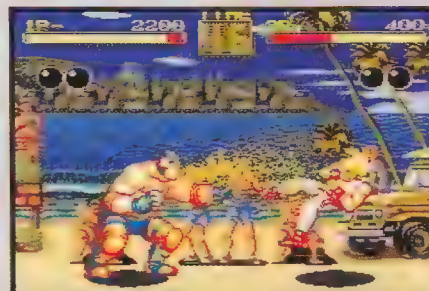


Super Slap Shot is a trademark of Alpine Software. ©1993 Alpine Software. All rights reserved. Licensed to Virgin Games, Inc. Virgin is a registered trademark of Virgin Enterprises, Ltd. Designed and produced by Ed Ringler.
Nintendo, Super Nintendo Entertainment System and the Official Seals are registered trademarks of Nintendo of America Inc. ©1991 Nintendo of America Inc.

Product Information Number 239

Fatal Fury

The Fighters



Raiden's fog trick puts Andy on ice!



Only player 2 can play as a boss. The original three characters may have more variety, but special attacks from the likes of Billy Kane and Richard Myer even the odds.

Good try, guys. The graphics are top-notch, and the special attacks are some of the coolest yet. There are even 11 different fighters from which to choose — that's three more than in SF II! One thing bugs us, though — only player 2 can portray the bosses in the two-player Vs. mode. Player 1 must stick with the three original characters, and he or she can't portray the bosses in the Tournament mode at all. Other than that flaw, Fatal Fury is a real winner.



Geese finds his fighting crown in jeopardy when he gets on the painful end of Joe's slash-kick!

GRAPHICS:

SOUND:

CONTROL:

ATTACKS:

CHARACTERS:

OVERALL:

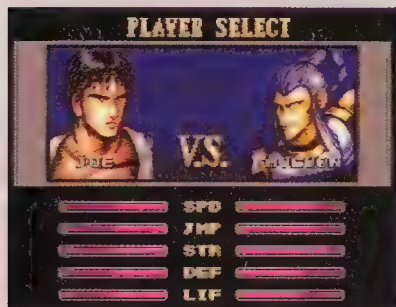
The land-bound Michael Max defends against an air attack with a crushing uppercut — air superiority isn't everything!



You're invited to the bonus stage after every few matches. Stand in the center and kick left and right as the tires bounce toward you. Piece 'o cake.

Power Moves

KANEKO



Scout out your opponents' strengths and weaknesses on the Character-Select screen. Common sense says to save the fighters with the toughest defense ratings for last.

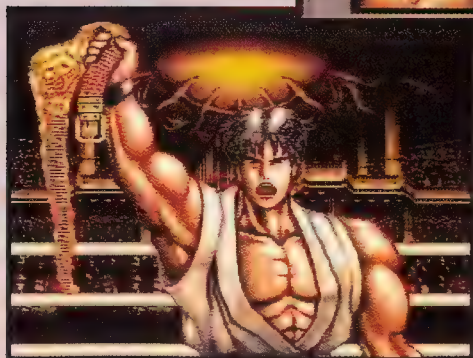
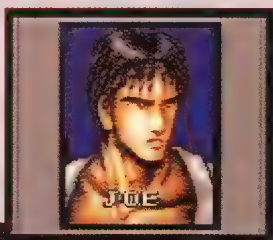
The Fighters



Your throws are particularly damaging. Walk above or below your opponent and hit the punch or kick button. When they walk toward you, they should get thrown.



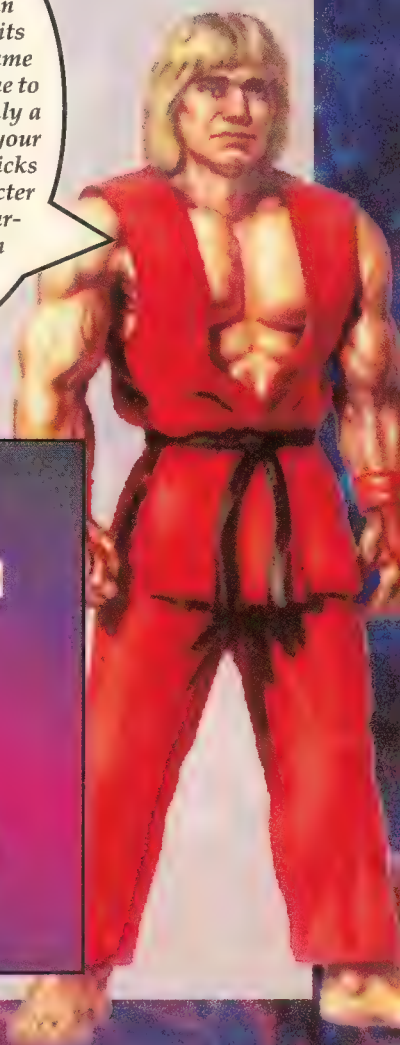
"Now I will destroy you with a deadly combination of kicks and blows!"



Victory!

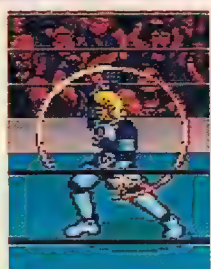
Power Moves (titled *Deadly Moves* before Nintendo of America got its hands on it) is pretty average in all categories — with the exception of its excellent sound effects. However, the game really hurts in the attack department due to a lack of variety. Each character has only a handful of offensive maneuvers, and Joe, your main character, has only a few basic kicks and punches. Joe is also the only character you can portray in the one-player tournament, while the other fighters can be used only in the two-player Vs. mode. This OK game could have been much better.

GRAPHICS:	👊👊👊👊👊👊
SOUND:	👊👊👊👊👊👊👊👊
CONTROL:	👊👊👊👊👊👊
ATTACKS:	👊👊👊👊
CHARACTERS:	👊👊👊👊👊👊
OVERALL:	👊👊👊👊👊👊



Street Combat

The Fighters



The two Steven characters are the only fighters who share the same basic moves. They're the Ryu and Ken of *Street Combat*.

Known as Ranma 1/2 in Japan, Irem's Street Combat succeeds on a number of levels. The control is very smooth, and each player has a large number of unique attacks. Street Combat also ties Street Fighter II in the variety department, with eight different characters from which to choose. The sound could use a little work, however, and the graphics sometimes seem a little flat. Street Combat has a few rough spots, but it's still a great way to beat in some heads.



GRAPHICS:

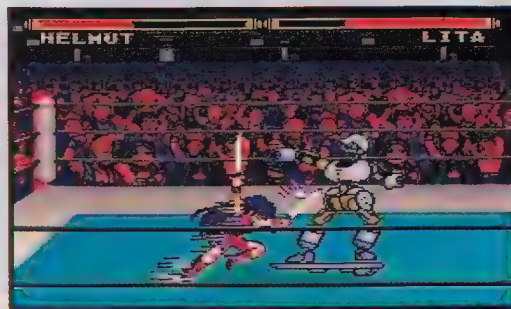
SOUND:

CONTROL:

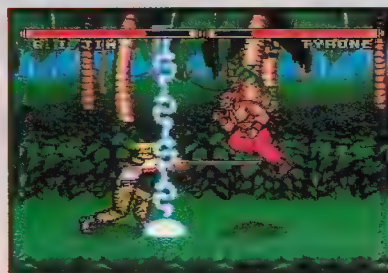
ATTACKS:

CHARACTERS:

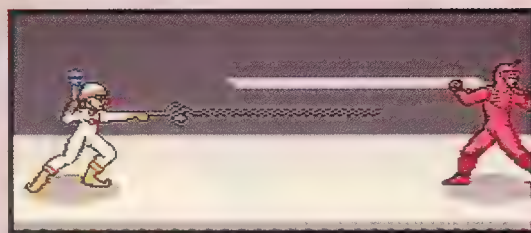
OVERALL:



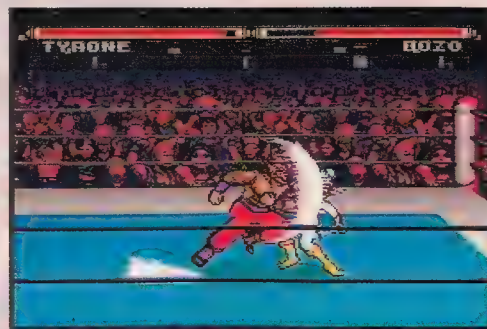
Lethal Lita attacks Helmut with her patented charge. Block it, then throw her while she's close.



Because of his long reach, G.I. Jim can be hard to attack. Timing is everything when trying to penetrate his crushing defense.



Dozo's lengthy chain-attack is a great addition to the clown's arsenal. It can stretch the length of the screen!

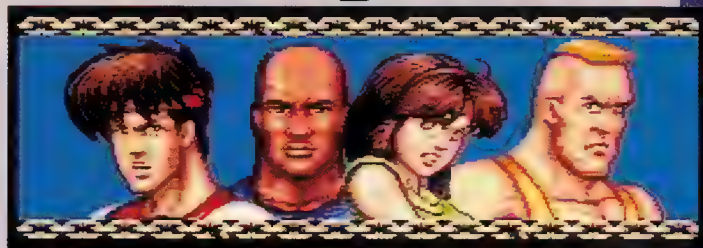


Like Lita, Tyrone has a powerhouse charge that gets you in close to your opponent. Landing this blow automatically sends your enemy to the ground!

Tuff E Nuff

JALECO

The Fighters

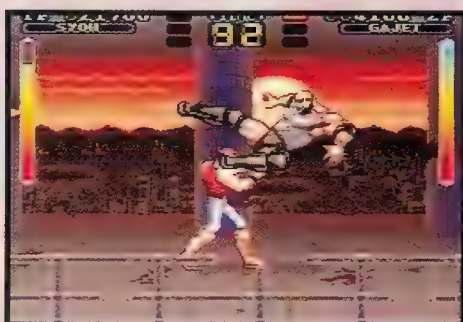


Wham! Vortz uses powerhouse moves to flatten his opponents.

Check out Kotono's reach! She's great for attacking from a distance because of her quick, in-and-out slash attacks.

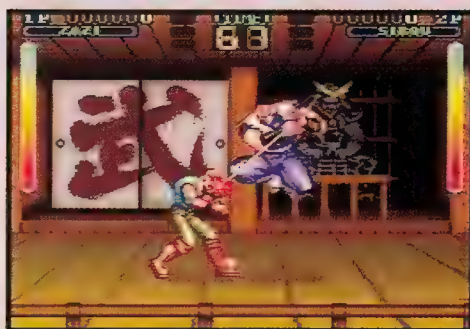


Read up on your enemy before the fight on the Prep screen. Everything's listed here — from his weapons to his place of birth.



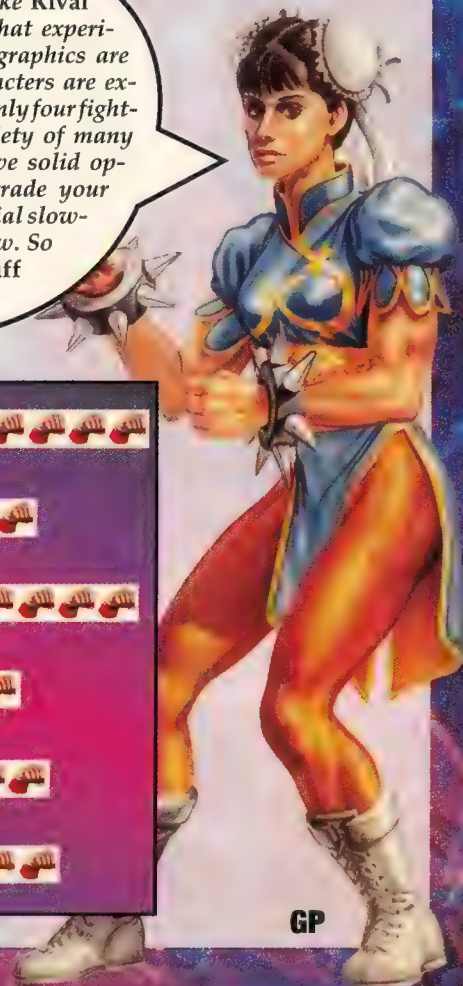
Is Vortz under that mask? Gajet shares the same offensive arsenal as the yellow-clad big man, but he's a bit more aggressive.

Jaleco's known for great combat action because of carts like *Rival Turf* and *Brawl Brothers*, and that experience shows in *Tuff E Nuff*. The graphics are some of the best yet, and the characters are extremely responsive. However, with only four fighters, the game doesn't offer the variety of many other games. *Tuff E Nuff* does have solid options, such as the ability to upgrade your fighter's special attacks and a special slow-motion replay of the killing blow. So any way you cut it, *Tuff E Nuff* is one helluva fight!



Only the best make it to Sirou. If you don't watch out for his lightning-quick leaps and dodges, you'll join the others whose road to the championship ended early!

GRAPHICS:	👊👊👊👊👊👊👊👊👊👊👊👊👊👊👊👊
SOUND:	👊👊👊👊👊👊👊👊👊👊👊👊👊👊👊👊
CONTROL:	👊👊👊👊👊👊👊👊👊👊👊👊👊👊👊👊
ATTACKS:	👊👊👊👊👊👊👊👊👊👊👊👊👊👊👊👊
CHARACTERS:	👊👊👊👊👊👊👊👊👊👊👊👊👊👊👊👊
OVERALL:	👊👊👊👊👊👊👊👊👊👊👊👊👊👊👊👊



GP



BACK to the DRAWING BOARD!

Leslie Mizell

Not only are the *Street Fighter* characters appearing on everything — literally — from Thermoses to underwear, from trading cards to a live-action movie, but Ryu, Zangief, and the rest of the crew are about to star in their own comic book, too.

Malibu Comics unveiled *Street Fighter #1* in May, almost a year to the day from the release of the SNES *Street Fighter II*. The monthly comic will be written by Len Strazewski, a ten-year veteran of the comic-book scene. His work includes DC Comic's *Justice League of America*, *The Fly*, and *The Web*. He's also the story guy behind *Prime*, part of Malibu's new Ultraverse series. Don Hillsman and Jeff Whiting, newcomers to the field, will draw the *Street Fighter* comics.

"Malibu has always had success with its other licensees, and Scott Rosenberg, our president, and Bob Jacob, the president of Malibu Interactive, are big video-game fans," says Tom Mason, Malibu's creative director and the editor of the *Street Fighter* project. "Through the course of business, we found out that Capcom was planning on launching *Street Fighter* into a bunch of related products, so we pitched the idea of a comic book. This was last summer, not long after the game appeared on SNES.

"I've been a fan of Len's work for years, and I knew he was a computer and game nut. So when I became editor of the project, his was the first name that popped into my head. I knew he could take the element of the game and translate it into a story that made sense. Normally, comic versions of video games are kind of wimpy. We wanted *Street Fighter* action filled and violent. Len had the skills to make that happen."

Before starting the *Street Fighter* script, Strazewski did some intensive arcade research, where he was consistently trounced. "It was frustrating," he says, "because little kids who only came up to my knees were really beating me. I've been practicing since then, however, so now I might be able to beat a ten-year-old."

Once he became familiar with the *Street Fighter* characters, Strazewski became involved with trying to enhance the story and fighters beyond what players see in the games. "There's a whole mythology to the game," he says. "It begins with the earlier combat when Ryu took the championship away from Sagat. I used that as a flashback to set up the relationships between all the characters — their personality conflicts, their suspicions, and so on."

Once Strazewski had an idea about the plot, the Malibu creative team

got together with the *Street Fighter* experts at Capcom to brainstorm. *Street Fighter* is unlike most video games because its fans have gradually developed backgrounds for the characters. They get together and swap notes. Capcom keeps up with the most popular stories, so Strazewski was able to incorporate some of the players' own ideas in his comic.

"Everything game players want to see happen but haven't seen yet because of game limitations, they'll see in this comic book," Strazewski says. "In the first three comics, the essence of the story is that Sagat is being pressured by M. Bison to regain the championship from Ryu. Bison, with his strong connection to dark side of life forces, has prepared Sagat with new brutal tricks — both physical and unphysical. But Ryu has refused his challenges because he's now pursuing a more spiritual path. Sagat forces a duel by brutally beating Ken in a fight. As a matter of fact, it's unclear in the first issue whether or not Ken has survived the bout."

Malibu planned a much larger than normal print run than with its other comic books because *Street Fighter* will be available not only in comic-book stores, but newsstands (and possibly video stores) as well. Mason reports that Malibu is poised for its biggest success ever, with between 300,000 and 500,000 copies on sale throughout the U.S., Canada, and England. The Ryu-Sagat fight will be resolved in issue #6, but the plot leads into other stories covered in future comics.

Although Strazewski and Mason are enthused about the series, they disagree about the challenges associated with bringing *Street Fighter* to the printed page.

"I've written for a lot of superheros," Strazewski says, "and the *Street Fighters* aren't that different. The characters have very specific moves that are almost like superpowers. They're also interestingly conceived and evolved. Good comics are character-driven, but they need to be involved in very spectacular action. *Street Fighter* has given us that, so I see the comic as a natural extension of the game. Fans will get even more excitement out of playing the game if they know each character's story, and why one is pitted against another."

"But they don't fight crime, they don't solve murders, and they don't stop anyone from taking over the planet," Mason says. "That alone makes them different from almost every other comic-book character. They're also very individualistic, and because of their competitive natures, they don't get along very well with each other. One character might tolerate another for a while, but sooner or later you know they're going to fight."

What's Ahead for Malibu



S *treet Fighter* is only the most recent of Malibu's video-game ventures. Its *Dinosaurs for Hire* comic book, which had a short run in 1987, is now on the comeback trail. In addition to all-new issues, Twentieth Century Fox is considering the story of four displaced dinosaurs ("They walk, they talk, they carry big guns," Mason says) for its fall lineup. Sega's video-game version, in which you switch among the four prehistoric heroes, is expected to be released this fall as well. It should capture the same spirit of dinosaurs who fight evil but cause rampant destruction wherever they go.

And *Ex-Mutants*, which was designed as a comic book around the same time as *Dinosaurs for Hire*, has sporadically been published since its initial run sold 100,000 copies — a phenomenal amount for the time. The comic series returns in November to tie in with the release of the Genesis game. In this case, the comic book directly parallels events in the video game.

"It's strange to develop a video game when you're new to that aspect of the business," Mason says. "We have final approval of the game, and we sit in at various steps along the way. It's a weird experience — a lot of meetings with a lot of guys sitting around a big table. But quite frankly, I can't beat either game."

Malibu's biggest push is probably for its *Ultraverse* series, a full-color line of interrelated superheroes that debuts this month. "There are already video games in the works for the early books," Mason says. "We've started a *Prime* video game and are working on a six-minute, live-action film of *Hardcase* directed by music-video director Darren Doane. The film will be used to promote *Ultraverse* as a whole in comic-book stores that have VCRs, at retailer conventions, and as part of our licensing package. Malibu Interactive is really working hard on developing great video games."



STREET FIGHTER DEBUTS

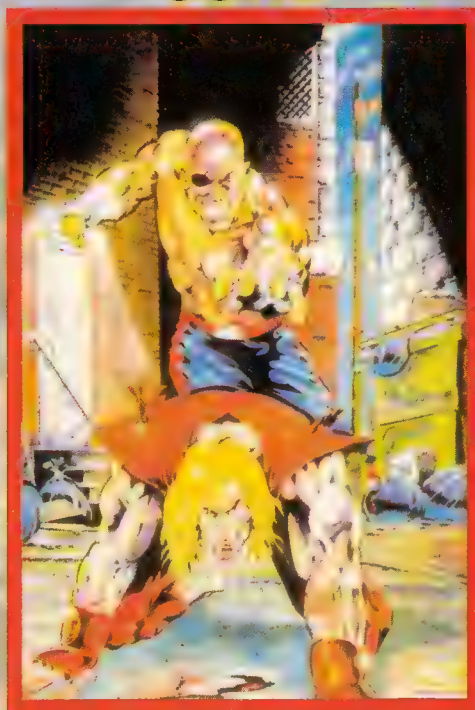
MAY



JULY



JUNE



As you can see from the first three covers of the *Street Fighter* comic, there's going to be no shortage of action within the pages! In the first few episodes, M. Bison coerces Sagat into challenging Ryu for a rematch of the championship bout Ryu won earlier. When Ryu refuses, Sagat fights Ken instead. But with the new moves taught to him by Bison, Sagat beats Ken into a bloody pulp. Will Ken even survive the match?

Sheng Long is a character unseen in the arcade, SNES, and Genesis games. Until now, this fighter — who taught Ryu and Ken everything they know — has always been part of the mysterious background of *Street Fighter*. But expect him to make an appearance in the *Street Fighter* comic.

In future episodes — as you can see by the cover of *Street Fighter* #3 — Malibu plans to intermix characters from its other comic books. Is that Feret we see? What's a guy like him doing facing E. Honda?

Discover the Close Relationship Between a Boy and His Dog!



Live a dog's life as the **Family Dog**. Join him on his quest for survival in a household filled with natural enemies such as wind-up toys, small appliances and Billy, the mischievous prankster. Just when you think it's safe to sit and scratch a few fleas, it'll be off to Obedience School for lessons in dodging Dobermans and engineering a jail break. Make it through a frightful forest to reunite with your loving family. Hey, even Billy will be glad to see you...



Beware of quick sneak attacks in the living room!



Sniff out and snag crunchy munchies in the kitchen!



Counter Billy's vacuum assault (but avoid the blender!)



Caged and hungry critters await you at the K-9 compound!



5000 N. PARKWAY CALABASAS
SUITE 107
CALABASAS, CA 91302

SUPER NINTENDO
ENTERTAINMENT SYSTEM



Nintendo, Super Nintendo Entertainment System and the Official Seals are registered trademarks of Nintendo of America Inc. Malibu Games and T+HQ, Inc. are registered trademarks of T+HQ, Inc. Family Dog, characters, names and all related indicia are trademarks of Warner Bros. Inc., Universal City Studios, Inc. and Amblin Entertainment, Inc. © 1991.

In the beginning, there was *Pong*. Whoa! Let's not go *that* far back. Let's skip to 1986 — the starting point for "second generation" video games. That's the year Nintendo of America released its Nintendo Entertainment System (NES) after a successful test launch in New York late in 1985. Sega of America also threw its hat into the ring with the Sega Master System (SMS) in 1986. While the Master

System was technically superior in many ways, the NES beat it out of the gate with a mammoth nationwide advertising campaign. Soon Nintendo was a household name, while the SMS never really got the attention it deserved.

Hits like *The Legend of Zelda* and *Mike Tyson's Punch-Out* mounted record sales of two million each by 1988, and Nintendo kept the retail ball rolling with two games — *Super Mario Bros. 2* and *Zelda II: The Adventure of Link* — that were sequels to some of its most popular titles. Nintendo had also signed 36 third-party developers by this point, while Sega struggled to get even a handful.

In 1989, Sega decided to wipe the slate clean and start over with a third-generation machine — the 16-bit Sega Genesis. This time the company got the

jump on Nintendo, and there was no doubt that the Genesis was light years ahead of the NES. Although Nintendo knew it would eventually be forced to move to 16-bit, its stranglehold on the market gave the company plenty of time. Nintendo was also betting that its portable Game Boy would attract millions of new players.

By 1990, domestic sales in the home video-game industry reached \$4 billion, and Sega's Genesis became more of a threat to Nintendo than the SMS had ever hoped to be. Nintendo finally made its move with the release of the 16-bit Super Famicom in Japan. The Super Nintendo was released stateside in September 1991, and eager fans gobbled up more than two million units in the first four months. Sega challenged Game Boy with its color portable machine, the Game Gear, and *Sonic the Hedgehog* rocketed to the top of the charts, challenging Mario for Number 1.

Now the Genesis and SNES are literally neck and neck, and the big two constantly throw punches back and forth. Seven years after they first stepped into the ring, it still anybody's game.

Under the Hood

When trying to decide which system to buy, the most obvious question is "which machine is better?" Unfortunately, the answer isn't as simple. Take a look under the hood to see what makes these systems tick.

As you can see from the comparison chart, the machines' strengths and weaknesses fall in different areas. One big advantage of the SNES is the enormous palette of colors that can be displayed (32,768 colors in Sega's 512). This allows for much more graphic detail and better-looking digitized pictures.

But the Genesis is a much faster machine than the SNES. This was painfully apparent in the early batch of SNES carts, which were often hampered

The 16-Bit Wars— Who's Winning, Who's Losing

MICROPROCESSOR & VIDEO

FEATURE	GENESIS	SUPER NES
CPU	MC68000	Custom 65C816
# bits	16	16
CPU clock	7.61 MHz	3.58 MHz
memory cycle time	525ns	279ns
memory	512K bit (2 @ 32Kx8)	1024K bit (128Kx8)
video RAM	512K bit (2 @ 64Kx4)	512K bit (2 @ 32Kx8)
audio RAM	64K bit (8Kx8)	512K bit (2 @ 32Kx8)
available colors	512	32,768
max. # sprites	80	128
# video frames/sec	60	60
input power	15 watts a.c.	10 watts a.c.
controller response	16ms	16ms
controller buttons	8	12

STEREO AUDIO COMPARISONS

AUDIO	STEREO SYNTHESIZERS	DIGITAL STEREO
# bits	8	16
signal/noise ratio	14dB	22dB

comparisons courtesy of Booz-Allen & Hamilton Inc.

try unbreakable slow-motion and picture flicker. For a comparison, plug in *Gradius IV* for the SNES and *Thunder Force IV* for the Genesis. Both are early 16-bit games, but *Thunder Force IV* can fly circles around the slow and choppy *Gradius IV*.

The SNES tops the Genesis in the audio department, with soundtracks so real that some could be used in films. Listen to *Actraiser* or *Final Fantasy II* sometime — both take full advantage of what the SNES sound chip can do.

The Games

No matter how good a system looks on paper, the games are what ultimately decide who's king of the hill. Since it had a two-year head start on Nintendo, Sega has the largest 16-bit library. As of March 1, the tally gives Sega and its associates more than 320 games. However, the SNES is quickly catching up, with just over 125 titles since its late-1991 release.

Still, both systems could have a billion games and it wouldn't matter if

the games stank. Sega and Nintendo both know that quality is key, and both companies have gone to great lengths to maintain high standards (although every now and then a game slips through the cracks).

Key third-party licenses play a big part in the battle for the best games. For years, giants such as Capcom, Konami, and Simon remained loyal to Nintendo, shying away from Sega. However, the Genesis' enormous success eventually won them over — and gave the Genesis a crack at some of the industry's hottest titles. If there's a hot cart on one system, you can bet it eventually appears on the other. *Street Fighter*, our cover story, is a prime example.

For a long time, Sega lacked a "flagship" game — a cart so popular it forces people to buy the Genesis simply to play the game. *Sonic the Hedgehog* proved to be that game, and it has reaped gold for Sega. Nintendo still has Mario, however, and he's more recognizable than Mickey Mouse; half the players that first plunked down \$200 for the SNES bought it just for the Super

A Time Line of Video-Game History

- 1976** *Pong* released
- 1979** Atari 2600 released
Industry sales at \$330 million
- 1980** Atari 2600 grabs 44% of the market
Industry sales at \$464 million
- 1981** Industry sales at \$1 billion
Atari still on top
- 1982** Industry sales at \$3 billion
Atari sales at \$1.7 billion (57% of the market)
Colecovision is released
- 1983** Industry suffers due to flood of poor games
Sales decrease 33%
Famicom released in Japan
- 1984** Coleco throws in the towel
Atari unveils the 7800, but withholds it from the market
Warner Communications sells Atari — cheap
- 1985** U.S. sales hit a record low \$100 million
Famicom sells 6.5 units in Japan
NES test-markets in New York
- 1986** Nintendo's NES and Sega's Master System are released nationwide
1.4 million 8-bit systems are sold
- 1987** *The Legend of Zelda* becomes first 8-bit game to sell one million copies
Sega signs with Tonka
Atari reopens its video-game division
4.1 million 8-bit systems are sold
- 1988** Industry sales reach \$2.3 billion, with more than 7 million systems and 33 million games sold
- 1989** The first 16-bit systems, Sega's Genesis and NEC's TurboGrafx-16, are released
Nintendo releases Game Boy
Number of Nintendo licensees reaches 50
Sega begins contracting with third-party licensees
- 1990** Industry sales reach \$4 billion
Super Famicom released in Japan
Sega releases *Sonic the Hedgehog*
Atari introduces the Lynx; NEC, the Turbo Express
- 1991** Super Nintendo released in North America
Sega brings out Game Gear
- 1992** Industry sales are estimated at \$5.3 billion
Both Sega and Nintendo slash prices on their systems
Sega releases its CD system
Nintendo announces development of the Super FX chip
"Sonic Twosday" results in sales of 400,000 for *Sonic 2* during its first week of release
Nintendo announces plans for a 32-bit machine
- 1993** The war continues!

Mario World pack-in. Sega's riding the *Sonic* boom, with a special *Sonic* action set and the record-breaking sales of *Sonic 2*. And who knows where the all-new *Street Fighter: Championship Edition* will carry the Genesis?

The Spin Doctors

Using research done last October by an independent firm,

Nintendo claims to have a 69% share of the 16-bit market. By the same token, Sega claims to have outsold the SNES by a margin of two-to-one during the 1992 holiday season. By the end of last year, Sega reported the Genesis's total installed base at 7.4 million units. Nintendo estimated 8.7 million SNES units — but also claimed that Sega had sold only 5 million units. Since Sega and Nintendo both claim to be *Numero Uno*, the 16-bit race may have reached a stalemate. But the gloves are off, so stay tuned.

To CD or Not to CD

That definitely is the question. Many industry leaders believe that Nintendo is hurting itself by giving Sega a two-year head start on the CD-ROM audience. The Sega CD was out the door just in time for the 1992 holidays, and despite some glitches in the first batch, it was a resounding success. Sega estimates that it sold 200,000 units during 1992 and

forecasts sales of two million before 1994.

But the first few Sega CD games were disappointing, relying on small tricks and gimmicky effects to sell fundamentally poor games. It's important to remember, though, that any system's first few games are always a notch lower because the programmers aren't yet comfortable with the new technology. Sega must take the time to work out some awesome games — otherwise, \$399 is a pretty high price to pay for an average Genesis cart with a good soundtrack.

Nintendo claims to be working on a 32-bit CD-ROM system that it promises will retail for no more than (get this) 200 bucks when it's released in late 1994 or early 1995. You can't underestimate a company with as much money as Nintendo, but that super-low price tag seems hopeful. If Nintendo *could* bring in a 32-bit machine for that price, it would make CD gaming affordable to a whole new group of players — and give the system a much larger chance of success.

The Long and Winding Road Ahead

Even after giving Sega a two-year head start, Nintendo has shown great momentum, rocketing from behind to tie Sega for the 16-bit crown. However, it remains to be seen whether or not the company can keep

up the pace. Sega, after a lackluster number of new titles in 1992, has buckled down and started a big push of its own, with one of the most aggressive (and entertaining) advertising campaigns in video-game history. Sega also has a long line of innovative new products for 1993. Ground-breaking new peripherals like the Activator, the

Virtua VR Glasses, and the Virtual VCR can open whole new worlds to gamers. But although these hot new devices will definitely cook at first, Sega must show more support for them than it did for the Menacer light gun (Nintendo hasn't done any better supporting its Super Scope). Fans everywhere rushed to buy the light guns, and now they're stuck with only a handful of games.

While Sega seems to be putting its research dollars into dynamic new accessories, Nintendo's concentrating on the games themselves. Technologies such as the Super FX chip — which is slated for use in five games this year — can take gaming to new horizons without requiring new peripherals.

Sega's working on technological advancements as well, such as its exclusive DPA (Dynamic Play Adjustment) programming. DPA allows a game actually to "watch" you play and determine your skill level. The game then adjusts its difficulty to your play, so a game is never too hard or too easy — it's *juusst* right. *Ecco the Dolphin* was the first game to utilize this feature, and additional titles are on the drawing board.

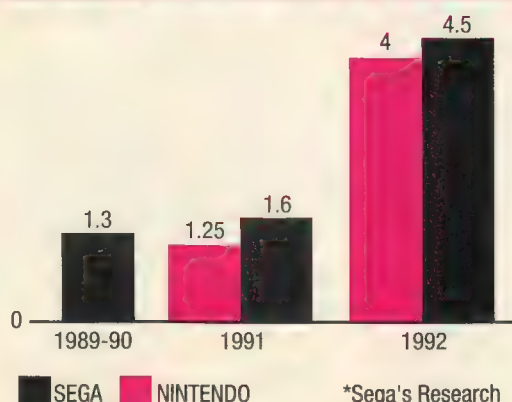
You may also have heard of Sega's "Blast Processing Mode." With this, an on-screen character can suddenly burst into motion at super speed — it's like kicking your system into overdrive. *Sonic 2* got a kick in the pants with this process, and Sega plans to employ this technology in additional games this year.

No matter what system you own, you're going to benefit from the Nintendo/Sega rivalry. Never before have both superpowers kept themselves so busy cranking out new products and ideas. Hopefully, Sega and Nintendo will duke it out for years to come, while game players sit back and reap the rewards.

GP

16-Bit Video Game Sales

(Hardware units sold in millions)



HOLLI WOULD IF SHE COULD.

COOL WORLD™



Scenes shown are from the Super Nintendo version of the game.



It's an imaginary world where cartoon characters called Doodles are alive. In this bizarre adventure, the Doodles are disturbing the balance between Cool World and Real World. If the balance isn't restored quickly, both worlds will be destroyed! Pit your wits against Doodles like Holli Would, Vegas Vinnie and Slash. They're out to get you—it's up to you to stop them and save the world!

AVAILABLE ON VIDEOCASSETTE
FEBRUARY 1993

The name of the game



Ocean of America, Inc.
1855 O'Toole Ave., Suite D-102
San Jose, CA 95131



Nintendo
ENTERTAINMENT
SYSTEM™

SUPER NINTENDO

GAME BOY



TM, ®, & © 1992 Paramount Pictures. All Rights Reserved. Cool World is a trademark of Paramount Pictures. Ocean Software Authorized User. Game program © 1992 Ocean Software Limited. Ocean is a registered trademark of Ocean Software Limited. Nintendo, Super Nintendo, Game Boy™, and the official seal are registered trademarks of Nintendo of America, Inc.

Product Information Number 222

**Special
Preview**

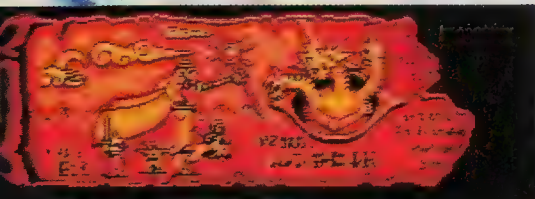
SHINING FORCE

Chris Slate

Sega of America/Genesis

Sega of America; 3375 Arden Road; Hayward, CA 94545

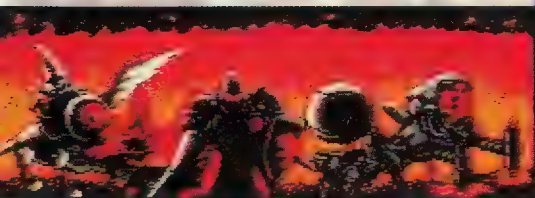
"In ages long forgotten, light fought darkness for control of the world. The evil Dark Dragon led the hordes of darkness. The Ancients fought back with the Powers of Light and defeated the Dark Dragon, casting him into another dimension. However, the Lord of Darkness vowed to return in 1000 years. Ten centuries of peace ruled the land of Rune — until the kingdom of Runefaut brought war and fear upon it. Hordes of evil creatures ravaged the land. Here and there strongholds of



good still held out ... awaiting a hero who could wield the power of the light!"



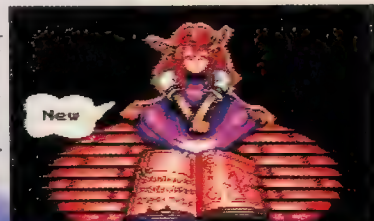
Thus the stage is set for Sega's latest — and greatest — role-playing extravaganza. While fans of the *Shining* series may recognize certain familiarities in *Shining Force*, the overall structure of the game has been completely revamped, trading in the first-person viewpoint in *Shining in the Darkness*



for a more traditional RPG perspective. And the new combat mode — ooo-la-LA! It's much better than the standard, blow-by-blow method that's often overused in RPGs. You don't need to be 15 levels higher than your opponent, as long as you have a good battle strategy.

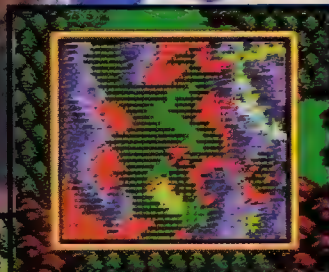
If you don't dash out and grab this game, then you can't seriously call yourself a role-player. Hey, we don't speak this highly of every game, but you really can't afford to miss this one.

Simone gets you started — and she also saves your game, copies, or deletes it.

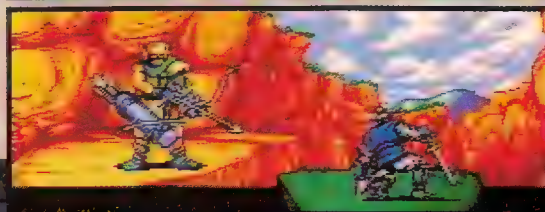
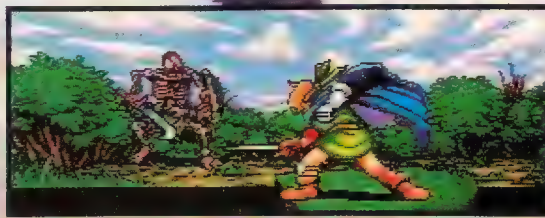


Whoa! This may be the first game in which the good guys out-number the bad guys! With 28 different heroes, your *Shining Force* is a practical army!

Pull up the Battle Map any time during combat to scope out your surroundings.



The darkened area shows your fighter's movement range during combat. Some characters — such as the birdmen — can fly almost anywhere. Bigger, heavier guys move horribly slow.



Combat! The battle mode in this RPG is different from anything you've ever seen. Think through your strategy before positioning your fighters.

A Whole New World

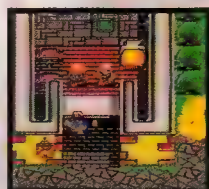
Like any good role-playing game, *Shining Force* has tons of places to explore, people to meet, and items to find. But what sets this game apart from the pack is the individuality of each place you visit. Some towns thrive on fishing; some people build homes in mountainsides. There's even a nomadic tribe that's constantly moving from place to place.



Talk to everyone, every time you see them — some people need a little coaxing before joining you.



Listen to Nova — even if most of his advice is lame. A guide for your journey, Nova also runs Shining Force Headquarters, where you can swap fighters or check your party's status.



Check every building in town, then check it again. Weapon Shops, Item Shops, and everything in-between — there's a lot to be found on the city streets.

GP

The Shining Force

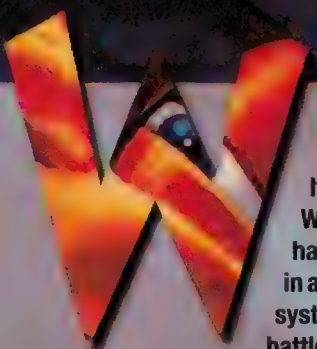
Balbaroy
Ernest
Lowe
Kokichi
Barin
Adam
Mae
Luke
Vann
Aleffe
Gong
Lyle
Chip
Amor
Gord
Musashi
Diane
Anri
Hans
Pelle
Domingo
Gantz
Hanzou
Tao
Zappa
Torre
Ken
Arthur



ACCOLADE
SUPER NES

ACCOLADE, 5300
STEVENS CREEK
BLVD., SAN JOSE,
CA 95129





JEFF LUNDRIGAN

Woo — watch out for the Woolies! These weird yarnballs have come from the planet Rayon in a galaxy far, far away. The solar system echoes with their searing battle cry, "Give us your wool or die!"

Only one intrepid creature stands between Earth and a future without fiber: Bubsy, the bobcat! Using his wits and a nimble pair of feet, Bubsy must stop the alien menace from robbing the planet of its precious supply of knitted material.

Bubsy: Claws Encounters of the Furred Kind, also available for Genesis, is a journey that takes the brave bobcat through the darkest caves, the deepest rivers, the driest deserts, and the, uh, deadliest carnivals. Each level looks really great, but the problem with *Bubsy* is that you don't do anything but collect some yarnballs, then collect some more yarnballs, then collect even more yarnballs. There's not enough variety in action or bosses during the 16 chapters to keep up your interest. In the long run — and despite its fun animation, inventive storyline, and terrific graphics — cool cats may not cotton to *Bubsy*.

THE FACES OF DEATH



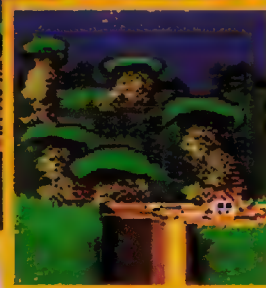
Klonked



Drowned



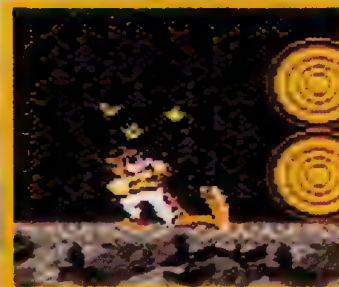
Melted



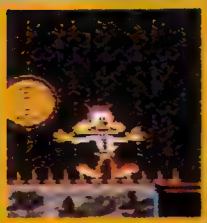
Shattered



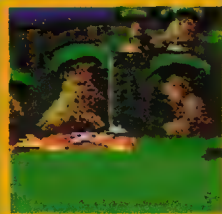
Taxied



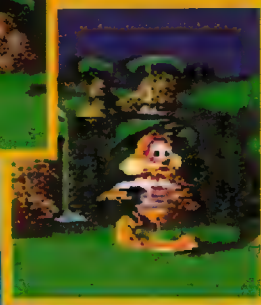
Bashed



Popped



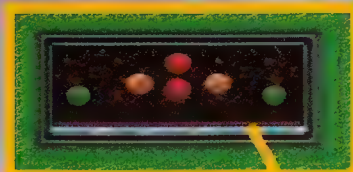
Squished



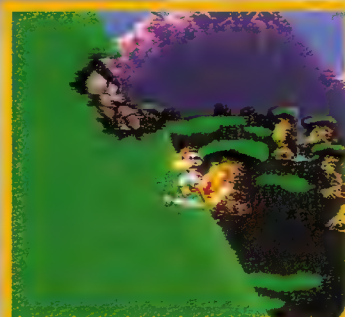
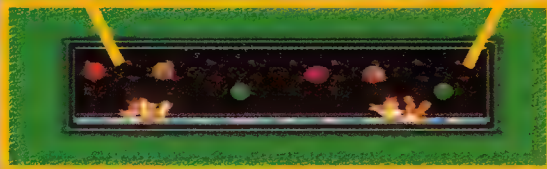
Frozen



MAKIN' YOUR WAY



Bubsy finds all kinds of stuff deep underground. Look before you leap — one way out leads to certain death.



...or spat out over the next hillside.



There's a two-up in an underground room a little farther on — but there's no way out and the water is rising fast!

You should wind up either back at the beginning...

Use the popping manhole cover on the far side of the room to throw you up, up, and away!

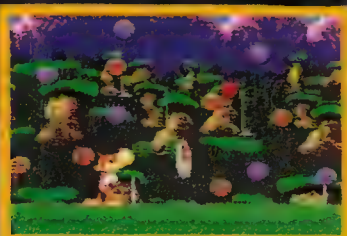


These bouncy branches allow you to reach this warp cave, which leads to a Woolie stash. You can stay there quite a while if you jump from slide to slide.

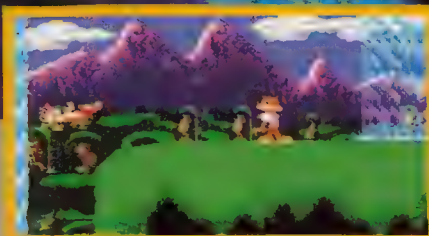


The first continue is easy to find and easy to grab. But don't get used to it — from here on they're a pain to reach.





Hit the end marker running fast. The more rapidly you're moving, the more yarn balls are released.



Run left and jump off the cliff at the beginning of chapter 2, then glide and hold Right on your controller. Look, it's a one-up!



There's another one-up down at the bottom and far left of that same cliff.



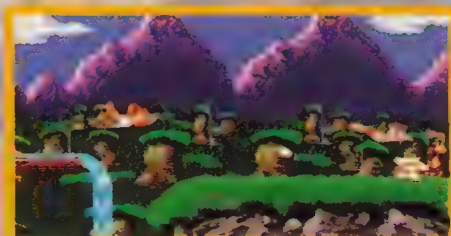
This cave is located near the end of the chapter. The one-up is nice, but that black T-shirt is even better — it makes you invisible.



Imperceptible and invulnerable, you can slip past the killer pianos that lurk over the next hill.



There's a lake to cross at the beginning of chapter 3. Follow these two bouncing branches to reach the high road.



If you're less intrepid, drop down a level at the beginning of the chapter and head left to find this warp cave. Now it's a snap to cross the water.



At the end of this chapter (in fact, at the end of every third chapter), Woolies in attack saucers swoop down on you.

But watch out! A stone-throwing Woolie is perched right where he can kill you if you're not careful!





Top Ten

reasons **NOT** to buy Tyrants™

10

Because I don't like lots of action and violence.

9

Because why should I waste my time arming my men with everything from bows and arrows to nuclear missiles and flying saucers when a **spitwad** is my weapon of choice?

8

Because I am a follower not a leader and I don't want to be the most **powerful** person in the world.

7

Because I don't like games that offer **months and months of game play**.

6

Because the idea of **traveling through time** and conquering nine worlds merely tires me out.

5

Because I do not have a **loin cloth fetish**. Really.

4

Because I prefer wimpy cartridges that don't have **4 megs of digitized speech**.

3

Because I don't like crossing swords with **devious, conniving opponents** all ready to step on my baby toes.

2

Because I prefer blowing \$59.99 on a cartridge that's all talk, hype and no **action**.

1

Because I am not worthy of an **adventurous resource management game** that makes other carts look like girlie toys.

DON'T BUY TYRANTS IF YOU CAN'T HANDLE WORLD DOMINATION.



LICENSED BY SEGA ENTERPRISES FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.
SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES, LTD.

FIGHT THROUGH TIME TYRANTS



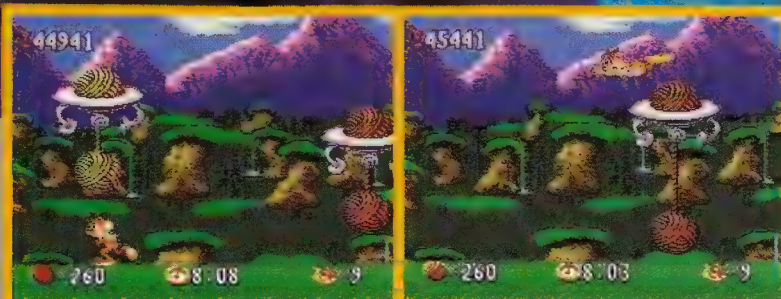
DEVELOPED BY

Sensible
SOFTWARE



TYRANTS is a trademark of Virgin Games, Inc. ©1993 Sensible Software and Virgin Games, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd.

Product Information Number 239



Run under the dangling yarn ball as it rises, then jump up and over to hit the top of the saucer. Once you're airborne, hold down the glide button. It can be difficult to control Bubsy — he zips from side to side really fast — but he also stays in the air so much longer that it's worth it. As long as you're gliding, you can practically skate on top of the saucers.



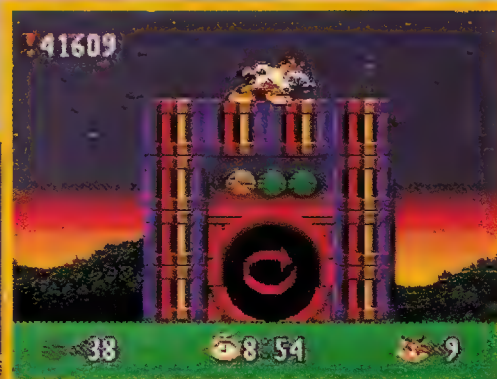
On to the carnival!
This strongman
bounces you high,
high, high in the air.



There's a two-up at the top of the highest bounce. Kill the Woolie first, then glide back to the ground and grab the extra lives on your second bounce.



A second strongman waits further along. He pops you up to a cave leading to a secret yarn stash.



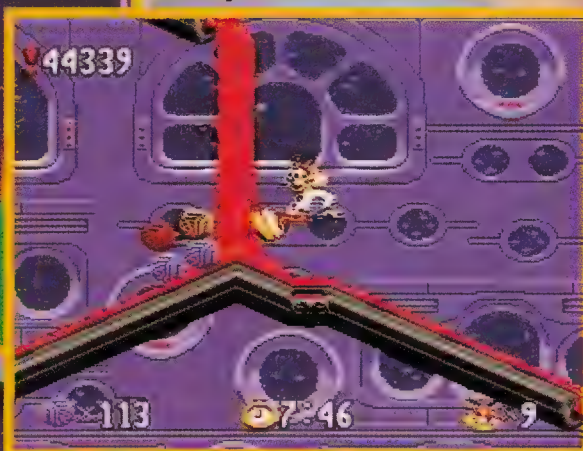
In the next chapter, you can find a continue trapped inside a seemingly impenetrable box. Where's the entrance?



To get in the box, take the rollercoaster cars all the way to the top, then head across this series of platforms to reach a warp cave.



The warp leads to the trapped continue, then to a yarn stash, then back to where you started. That continue should help you get through the last bit of the carnival. Be forever, Bubsy!



GP



Stone Age Action!

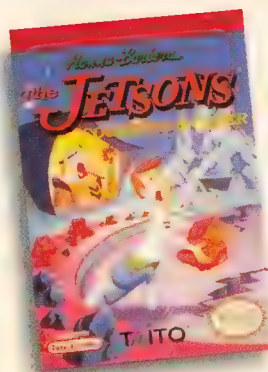


Space Age Adventure!



Bedrock™ is cracking up and it's up to Fred to put it back together! Ride a pterodactyl through blazing skies and cool off in a breath-taking undersea world. Brave prehistoric threats and save Bedrock.

Fred uses an ancient map to uncover hidden treasures throughout Bedrock! Travel across seven levels filled with thrilling dangers: snares, traps and more stand between Fred and a mountain of Loot!



Beautiful Planet 38 is next on Cogswell's list of acquisitions and it's up to George Jetson and his family to save it! George uses anti-gravity boots, jet boards and more to stop Cogswell from ruining the world.

Monster robots are attacking George's home town, Orbit City! He gets help from Jane, Judy, Elroy and even Astro in his attempt to stop the invasion and turn the robots into tin cans!



TAITO™

TAITO CORPORATION OF AMERICA
390 Holbrook Drive
Wheeling, IL 60090

TAITO IS A TRADEMARK OF TAITO CORPORATION. THE FLINTSTONES AND THE JETSONS ARE REGISTERED TRADEMARKS OF HANNA-BARBERA PRODUCTIONS, INC. © 1993 TURNER BROADCASTING SYSTEMS, INC. ALL RIGHTS RESERVED. SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. NINTENDO, NINTENDO ENTERTAINMENT SYSTEM AND GAMEBOY ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA, INC. © 1993 ALL RIGHTS RESERVED.

Product Information Number 232

NINTENDO'S

CD-ROM

Jeff Lundrigan

Well, there's good news and bad news. The bad news is that the Nintendo CD-ROM ain't likely to hit store shelves before late 1994. But the good news is that it looks like Nintendo's CD-ROM is gonna be one *kicker* of a machine!

Unless Nintendo changes its initial design (and at this point, anything can happen), the 32-bit unit will consist of a CD-ROM drive and a controller cartridge. The cart will plug into the game slot in the SNES just like a regular game, but inside will be the circuits to run the drive. A short cable links the cartridge to the CD-ROM and, unlike the Sega CD (which uses a standard compact disc), the Nintendo CD will use a disc caddy similar to that used by PC CD-ROM drives.

The reason Nintendo has held off releasing its system is because the company wants to use the best possible technology. It's a gutsy move, but Nintendo's bypassing the 16-bit CD-ROM — letting Sega collect all the CD-hungry buyers — and is heading straight for an ultra-fast 32-bit machine. It's a leap utterly unprecedented in the history of cartridge-based machines.

To put things in perspective, imagine a highway. At rush hour, thousands of cars are trying to go back and forth. In Segaland, there's a 16-lane highway taking care of all that traffic. Nintendo-land is planning a 32-lane highway, which naturally can move a lot more cars a lot faster. That's true of computer processors, too: If your data path is more bits wide, you can move more data in less time.

In addition to its decision to go to 32 bits, Nintendo is also making sure its CD-ROM system has lots of extras. Let's get technical for a minute. There's a 32-bit Reduced Instruction Set Chip (RISC) co-processor at the heart of Nintendo's little wonder that runs at 21.447Mhz, more than *eight times* the speed of the 3.58Mhz processor that's in the Super Nintendo.

"RISC" means that the chip running the CD-ROM unit has a lot of shortcuts built in, so it has to do less work to move around the same amount of



SNEAK PEEK

data as other chips. A RISC co-processor can work with one chunk of data at the same time it's looking in the computer's memory for the next chunk. There are only a handful of companies that produce these super high-tech chips, and until now only the latest generation of computers has used them. Yet here comes Nintendo with plans to put them in a home-based system — a *game* system! As Tim Allen would say — more power, grunt, grunt, grunt.

Expect a new circuit in the CD-ROM system that optimizes the way data is read and deciphered. With characteristic modesty, Nintendo has dubbed the new

system HANDS, which stands for (jargon-jargon) Hyper-Advanced Nintendo Data transfer System. HANDS is handled by another custom chip which is, in fact, a second processor, allowing the CD-ROM to translate data from the disc at the same time the RISC processor is doing whatever it needs to keep the actual game going.

The Nintendo CD-ROM should also use a surprisingly large amount of memory, even for a game system. Obviously, the more memory a computer has, the more space it has in which to crunch numbers, and the less time it takes to crunch those numbers. The main memory — *just* the main memory, you understand — used by the RISC is a whopping *eight megabits*. That's the size usually reserved for the *entire* data-storage area of a cartridge game such as *Star Fox*! But the memory madness doesn't stop there; a second, four-megabit memory block is used to store data coming off the disc.

The second memory block should correct in the one drawback that all CD-ROM units share: long, *slooooo* access times. CD-ROMs are notoriously pokey at reading data — normally the unit waits until it needs a particular piece of information before it goes to the disc to find it. By moving the information into a storage area *before* it's actually needed, Nintendo is allowing the information to be accessed almost at the same instant the processor is ready for it. Still smarting from early complaints about Super NES slowdown,

Nintendo is going all-out to make sure that its CD-ROM system never even breaks a sweat.

Eventually, the graphic information pulled off the CD-ROM, translated by HANDS, and processed by RISC is turned into character information and sent to the Super NES. Since the SNES can already produce 32,768 colors, Nintendo doesn't plan on any kind of upgrade.

What kind of games can you expect from such a "hyper-advanced" system? Frankly, the sky's the limit. When you combine the huge data-storage capacity of a CD-ROM with a high-speed, calculating monster of a processor, then hitch it up to the largest color palette in the business, the only thing holding you back is the imagination of your game designers. But Nintendo's not wasting any time — as far back as last November, Nintendo was holding meetings with third-party designers to keep them informed of the unit's development and progress.

By keeping its licensees up to date, Nintendo's making sure designers have ample time to come up with ways to take advantage of the new system. This all-but-guarantees the quick arrival of new titles — remember, the SNES already has nearly 200 available games, and it's not yet two years old. You can likely expect the same of Nintendo's CD-ROM system.

SNES CD-ROM SPECS

Main Memory:
H-RAM 8 Megabits
PS-RAM 4 Megabits
SRAM/SRAMS 1 Megabit

Supplemental Memory:
S-RAM 2 Megabits

System ROM Co-Processor (CDT)
Type 32-bit RISC
Clock 10MHz to 16MHz
Cache Memory 6 Megabits

CD-ROM Decoder (HANDS)
Word 16-bit Mega
Speed approx. 4.5 Mbit/s

Drive:
Standard access time 75 seconds
Minimum access time 14 seconds
Data transmission 150 Kbytes/sec
Rotational speed 300 RPM

CD-ROM

TALESPIN



As far as video games are concerned, Capcom is certainly the Disney King. With Mickey Mouse, Scrooge McDuck, and The Little Mermaid in your corner, who could ask for more? Well, you could ask for Baloo — the lovable hero of *Talespin*. First released for the NES, *TaleSpin* is now available for Game Boy.

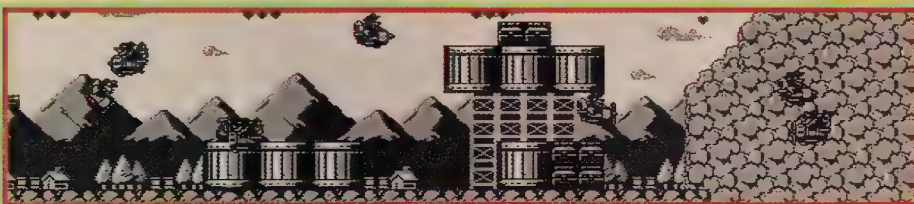
As Baloo, your job is to fly your plane, the *Sea-Duck*, through the Game Boy skies collecting packages. Of course, things aren't always rosy in the wide blue yonder. Nasty Don Karnage and his gang of air pirates are going to do everything in their evil power to stop you. Cannonballs, bones, and baseballs are just some of the obstacles that can make the *Sea-Duck* crash and burn.

Luckily, there are hearts, money bags, and fruit that can power-up the *Sea-Duck*. You can use the money, for example, to buy armor, rapid-fire, and other useful items from your mechanic, Wildcat. There are also bonus rounds in which your pal, Kit Cloudkicker, can rack up some major points by popping balloons. What can you say? *TaleSpin* is a great game, and Capcom continues its tradition of outstanding graphics and playability. So stop hibernating — help Baloo regain his status as a flying ace. The *Sea-Duck* is waiting!

A Bear's Necessities

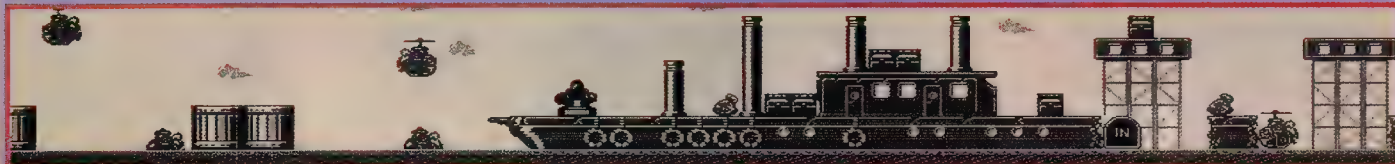
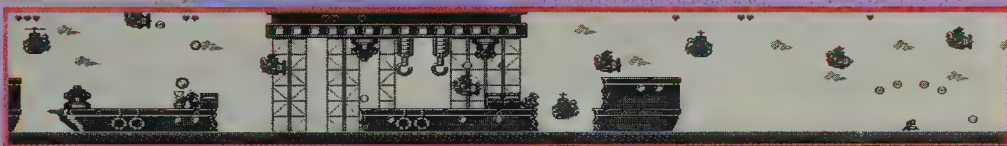


**Capcom
Game Boy**



Collect the cargo boxes to increase your bonus. Be sure to shoot everywhere to reveal special items.

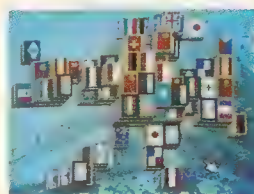
You know you're getting close to the submarine boss when you reach the ship. Look for the bonus entrance — it's located in a broken section of the ship, but you must shoot it open.



IT'S LIKE CHINESE FOOD...
AS SOON AS YOU FINISH, YOU'RE HUNGRY
FOR MORE.



Ahhh! Shanghai II. Millions have been amazed, intrigued, tantalized by the greatest strategy game ever devised. It's easy to get started. And even easier to get hooked.



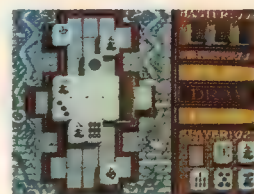
FLAGS OF THE WORLD
TILE SET

Just match tiles to remove them. But removing them all requires an observant eye and strategic mind.

Shanghai II's tiles are never arranged the same way twice, so every game is a whole new challenge. And ever more difficult levels await you as your skills improve.

Now, if variety is the spice of life, Shanghai II is hot stuff indeed. For it not only gives you 13 tile layouts to try, but you can select from 11 tile designs and 6 different game modes.

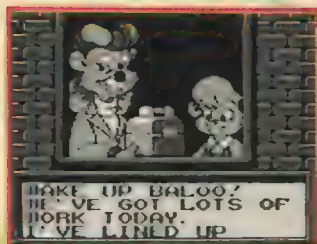
Feeling competitive? Challenge the computer or an opponent to a game of Dragon's Eye where one tries to make the Dragon come to life while the other attempts to prevent it.



DRAGON'S EYE: THE
ULTIMATE CHALLENGE

Help yourself to Shanghai II: Dragon's Eye. But beware. Once you start, you'll never get enough!

ACTIVISION®



You've got a long list of assignments, so hop to it.



After every level, you can load up on goodies at Wildcat's hanger.



Shoot low to snag the guys flinging baseballs.



The planes that hover above you drop heat-seeking missiles on you. Just keep moving.

Shoot here to reveal the entrance to the bonus round.



Quickly go for the money before it scrolls out of reach.



Shoot here to reveal the big life heart.



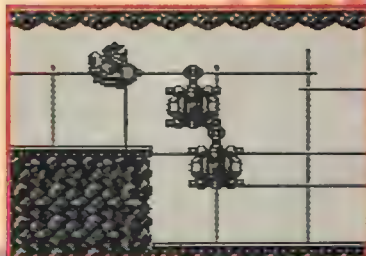
Machines try to pluck the *Sea-Duck* with girders. Scoot around for the fruit.



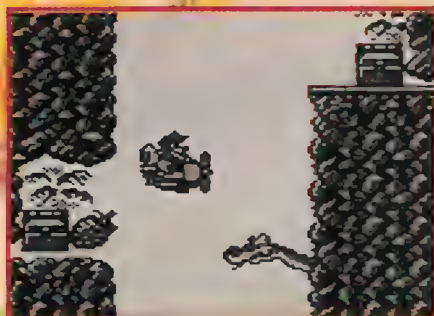
Here's another bonus-round entrance. Once you're inside, have Kit Cloudkicker pop as many balloons as he can.



This huge wrecking ball is tough to destroy. Dodge it while shooting the guy at the controls.



Watch the tracks in level 3 to see the direction in which the machines move.



As you search for cargo boxes and hidden items, be on the lookout for dragon heads, too.



There's another bonus-round entrance in this corner.



Your plane's not safe from catapulting crocodiles. Keep an eye on them to see where they're going to jump.



Shoot here to enter another bonus round.

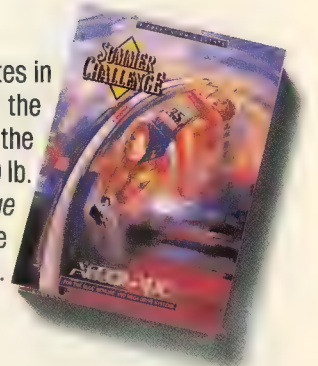
TALESPIN



Hurl for your country.



Summer Challenge™ for the Sega® Genesis® pits you against the world's greatest athletes in eight gut wrenching events. Hurl the javelin. Kick butt in a kayak. Haul bananas in the hurdles. Totally sky in the pole vault. Sprint and spring in the high jump. Leg it out to the max cycling. Fire arrows with amazing accuracy in archery. Then try to handle a 1200 lb. horsey in the equestrian event. 🏇 Play by yourself or at a party, *Summer Challenge* allows up to 10 players to compete for the gold, silver or bronze. 🚴 Take the *Summer Challenge*. It's the only sports game tough enough to make you hurl.

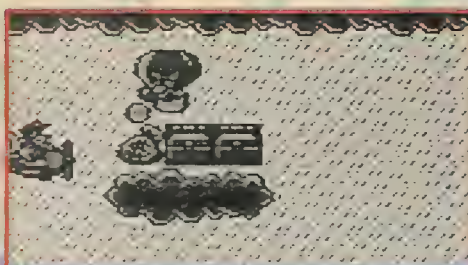


ACCOLADE™
GAMES WITH PERSONALITY.

Neither Accolade nor this product is associated with, or authorized by, the International Olympic Committee, The United States Olympic Committee or any similar organization for any other country. Sega and Genesis are trademarks owned by Sega Enterprises, Ltd. Accolade, Inc. is neither affiliated with, nor a licensee of Sega Enterprises, Ltd. or any of its affiliates. Summer Challenge is a trademark of Accolade, Inc. © 1993 Accolade, Inc.



This crocodile boss has heat-seeking missiles. Move around to dodge them, then aim for the circle below him.



Watch out for balloons dropping from the clouds.



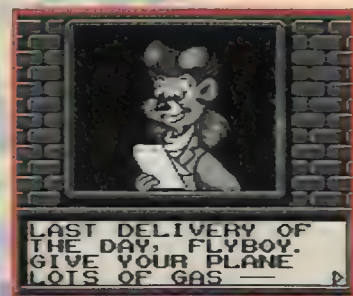
While shooting for hidden items like this money, be on your guard — there are flying swordfish in the area.



Here's more hidden fruit — and floating parachutes.



This boss can be hit only when the ships are attached. When the ships split up, just keep moving to avoid their shots.



It's your last delivery — *Sea-Duck*, don't fail now!



Try to avoid the spear-throwing birds.



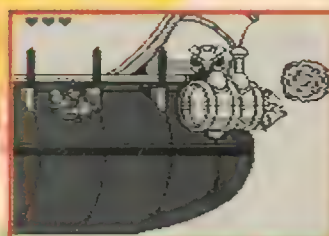
The planes try to weigh you down with boulders. Fly under the planes to trigger the boulder, then quickly move out.



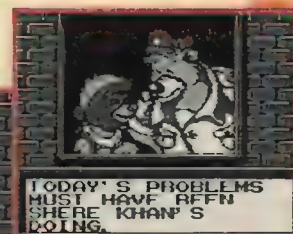
These skiers can knock you from the sky with their aerial moves.



Don Karnage and the Iron Vulture finally appear. Concentrate on shooting the rotating blades, but be wary of the flying swordfish.



Destroy the fan to send the Iron Vulture to a fiery demise.



Don Karnage is no match for the mighty Baloo.



It's all in a day's work for this cargo plane.



GP

TALESPIN



Fully Loaded.



It's the stereo amplifying, screen magnifying, night lighting, fire button enlarging, thumb stick controlling, compacting, easy carrying accessory for your Game Boy®—whew! Try saying that three times fast—it's a mouthful! But that's what you get when you have it all. Other Game Boy® accessories leave you with nothin' to say. Hey, there's only one worth talkin' about.

Handy Boy™—don't settle for less.

STD

We Can Help You Win



Available At:



BEST.



Game Boy® and Handy Boy™ are trademarks of Nintendo of America. Game Boy® is sold separately.

Product Information Number 110

WAYNE'S WORLD

THQ
SUPER NES

Party Time



Excellent

PHIL POWELL

How did *Wayne's World* get so darn popular? Think about it ... a simple late-night TV skit about two dudes hanging out in a basement. That's all — no guns, no car chases, no special effects. Is *that* the basis for the blockbuster movie that took U.S. theaters by storm, then repeated the acclaim on an international level? And now global domination is nearly complete: *Wayne's World* has arrived for Super NES.

Luckily for Wayne and Garth, the crew at THQ excelled in immortalizing our favorite cable-access hosts. Beyond that, though, *Wayne's World* shoots and scores as a lighthearted adventure — it's not just funny, it's *genuinely* fun.

Granted, the story ain't much — just the traditional rescue-the-princess theme. The helpless princess part is played by Garth, which unfortunately limits the time we get to spend with Wayne's shaggy sidekick. Here's the deal: Wayne and Garth are gaming down at local Noah's Arcade (remember their heinous sponsor from the movie?). The boys are wasting time and tokens on a game called "Zantar, The Gelatinous Cube," when reality gets royally skewed. With a poof of smoke, Wayne and Garth are zapped *inside* the game. Worse still, Zantar himself captures Garth by inhaling him (that's not a misprint), then takes off.

As Wayne, you must save your bud, and that means exploring Aurora locales as you've never seen them before — they've been altered to video-game settings. In Stan Mikita's Donut Shop, for instance, all of the counter and kitchen items are huge, leaving you open to vicious attacks by giant coffee cups and monster sugar cubes. All you have to defend yourself is your whammy shooting guitar ... and your cunning.

THQ should be commended for its accuracy in capturing the personality of *Wayne's World*. Wayne (enhanced with an oversized head) has the same mannerisms Mike Meyers uses to create Wayne Campbell, cultural icon for his time.

The only remaining question is what's left for Wayne and Garth to conquer. A sequel? A theme park? Official recognition by the United Nations? Remember, if the entire planet isn't Wayne's World yet, it soon will be.

LEVEL ONE



Our hero's only too happy to give his personal thumbs-up for this Worthiness Item. Naturally, you should bag all these icons.



Wayne's mission begins in Kramer's Music Store. Keep in mind that you don't have to use every platform. The one to your upper right, for example, holds nothing but an enemy.

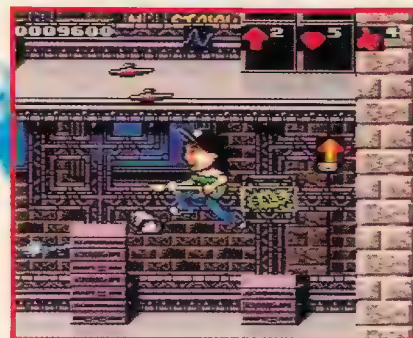
Take a flying leap here to claim the Distortion Power-Up that transforms your power chords into a topsy-turvy death ray.



Kramer's is overstocked with accordions that reach out and surprise you. Don't get too close (as Wayne is foolishly doing here), or you could get popped.



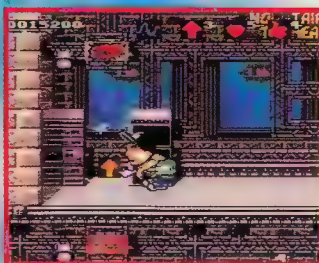
To avoid losing any energy in this sticky situation, cool your jets until the Band Monster quickly slides to the left. Then hop down and to the right, wheel around, and start wailing with your guitar.



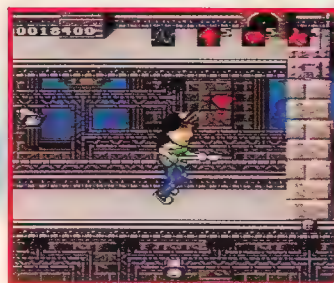
When the kazoos zero in, it's best to make tracks. You *can* shoot them, but these noisemakers are thin and fast.



Unlike the rest of Kramer's instruments, the drums are your buds. They give more-than-ample bounce power, and they lead you to a valuable power-up. (Keep to the right.)



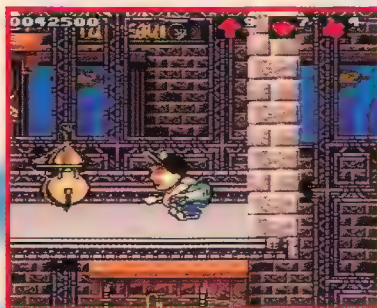
OK, hot shot, you make the call — do you ignore the smart bomb-ish Schwing Item Power-Up, or do you lose energy trying to claim it? It's your move....



Wayne's double-timing it to this Heart Item because he knows it gives him an extra life.



Wayne would normally kill for any one of these fine guitars, but *Wayne's World* is anything but normal. These guitars dangerously descend like falling rocks.



This arrow-firing Cello Archer clearly doesn't care if he's hurting Wayne's appreciation of classical music or not.

GAME OF

GLOBAL GLADIATORS REVIEWS

"Global Gladiators is one of the highest rated games ever to appear in the Guardian."

Sega Video Magazine

"Dazzling! A score of ten is reserved for the best; this is it!!!"

Game Informer Magazine

"WOW!" *Mega Play Magazine*

"Way to go Virgin! Global Gladiators is the best platform action game I've played since Super Mario Bros."

This game is a masterpiece!"

The Hard Magazine



1992 Global Gladiators Awards

The Sega Third Party
Seal of Quality Award - 1992
* Product of the Year - Genesis

The Sega Third Party
Seal of Quality Award - 1992
Best Action Product - Genesis

Video Games and Computer Entertainment
Best Sound in a Video Game of 1992

Mega Play's pick of the month.

Nominated for best game of the year,
best music and sound, and best
graphics and animation
*Game Pro and Video Games &
Computer Entertainment*

LICENSED BY SEGA ENTERPRISES FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM

SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES, LTD.

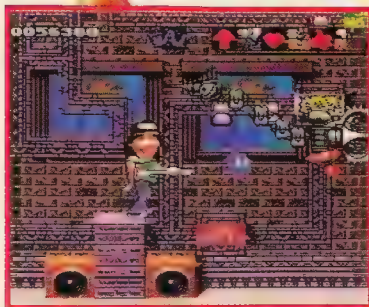
© 1993 McDonald's Corporation. The following are trademarks of McDonald's Corporation: The Golden Arch, Ronald McDonald, Global Gladiators and Mick and Mack. © 1993 Virgin Games, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd.

THE YEAR

SEGA
GENESIS
16-BIT CARTRIDGE

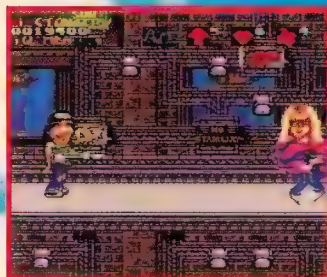
GLOBAL GLADIATORS





Garth makes a brief appearance after Wayne emerges triumphant from level 1.

So you thought you'd seen all Kramer's had to offer. Ha! This item carries a hefty price — the level-1 boss. Its segmented body can lash out like a whip, so don't get comfortable in any one spot.

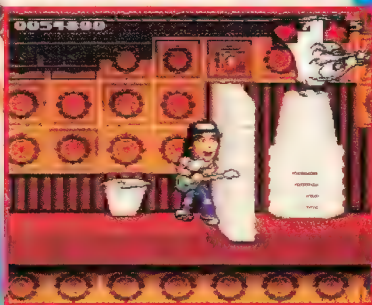


Unfortunately, Zantar puts on the big squeeze and takes him away again.



A friend's anguish.

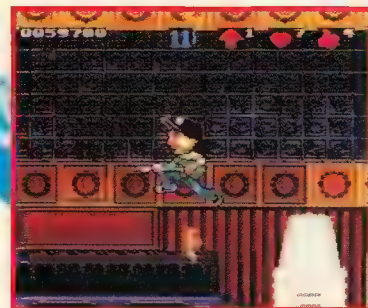
LEVEL TWO



Evil carries a sugar coating in Level 2, Stan Mikita's Donut Shop. Trouble lurks on the other side of this sugar-cube wall.



Whenever you scale a sugar-cube mountain, there's a good chance that a donut comes a-rollin' your way. Keep your cool and squat down until danger has past.

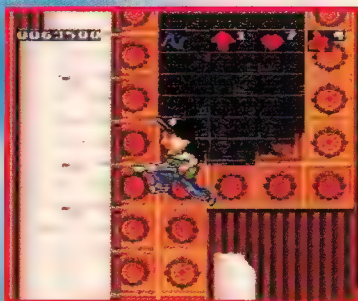


Unfortunately, you can't jump the entire stove. But a shortened hop to the center of this stove top should keep you off the deadly burners.



Be careful when you bounce off the coffee-creamer springs.

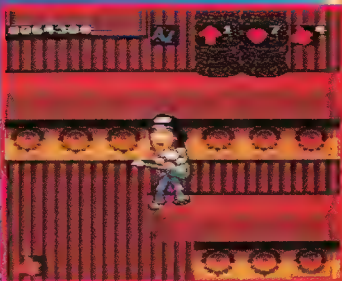
It's easy to get too much bounce and sail up to a level you've already explored. Retracing your steps gets old quick.



A similar problem involves power-ups that you can't see until you're in mid-leap or bounce. There's no easy solution, but most of the time you can retrace your steps and try again — providing you want the power-up badly enough.



Each level in *Wayne's World* has a maze-like quality. So don't be too surprised if you experience some confusion about where you've been and what's still unexplored. Here, take note of the donut flavors you've seen.



Sometimes you can spot a power-up before you leap off a ledge. Move to the end of the ledge and take a quick look, just in case.

Schwing!

If Wayne wanders too close to this Donut Whirlwind...



CRASH!!!

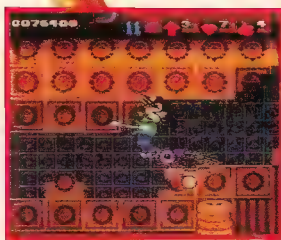


Shakin' and breakin' at the Crash Test Center, enjoying an avalanche of laughs on the ski slopes, or knocking heads with the Junkman...The Incredible Crash Dummies™ are guaranteed to crack you up! So don't bang your head against the wall! Get The Incredible Crash Dummies™ on NES™, Game Boy® and Game Gear™ – and meet some real headbangers!!!



**FLYING
EDGE™**
A Division of Acclaim Entertainment, Inc.

The Incredible Crash Dummies™ © 1993 Tyco Industries, Inc. Licensed through Leisure Concepts, Inc.® Nintendo®, Nintendo Entertainment System® and the official seals are registered trademarks of Nintendo of America Inc. Sega and Game Gear are trademarks of Sega Enterprises Ltd. Acclaim® is a registered trademark of Acclaim Entertainment, Inc. © 1993 Acclaim Entertainment, Inc. All rights reserved. Screens shown are from NES™ version.



...there's no telling...



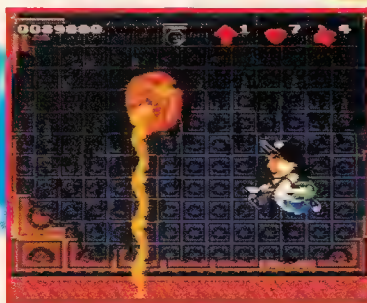
...where he'll land!



Wayne's Schwing Items really clean house — or donut shop.



Excellent!



The sugar-oozing boss tends to move at right angles — straight down and then across, for example.



When this kitchen nightmare starts exploding, it really comes apart.

BOGUS

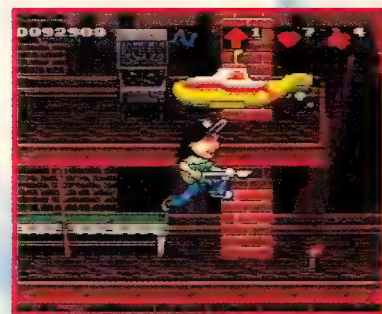
LEVEL THREE



Welcome to the Gasworks. Most nightspots prefer that you not stand on the pinball machines, but here you must — you need the extra height to take aim at the glittering disco ball of death.



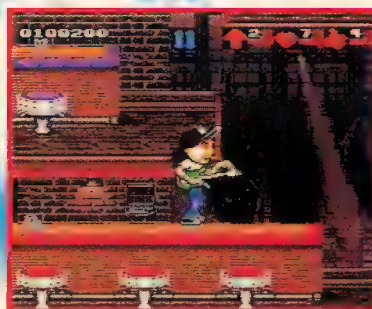
This interesting perspective shows one of the *many* darts trying for a Wayne Campbell bull's-eye.



For some odd reason, the Beatles' famous Yellow Submarine is patrolling the Gasworks. Watch out for its tenacious tracker missiles!



In the movie, Stacy annoyed Wayne with her obsessive adoration. In the game, she can zap your energy with the hearts she tosses.



Watch for this area with red and purple bars stacked on top of each other. Don't bounce off the purple barstools — you might spring to an upper level you don't want. Get to the platform on the right with a running leap.



You can't destroy this little fellow with your power chords. Use a Schwing Item or just don't cross its path.



Here, a Homer Power-Up takes out a Disco Ball while Wayne waits on the dance floor.

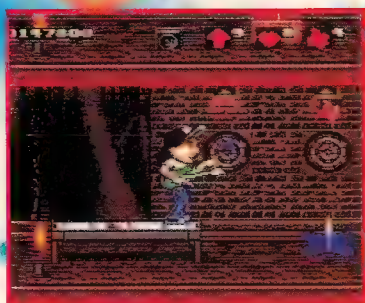


Things heat up at the Gasworks once the gas jets start flaming. A careless jump costs you energy. In this particular instance, bounce off the right-hand barstool. When you land, immediately hit your jump button again.



Power-ups are often grouped together, like this Worthiness Item and Schwing Item.

— NoT!



Getting by the darts requires keen timing. Study their firing patterns before you make a mistake you'll regret for the rest of your life.



This wild Head Banger is a hair-whipping fool. One blast from your mighty six-string should turn him into a memory.



The Gasworks boss looks awfully familiar — not unlike a certain deceased singer now appearing on U.S. postage stamps. This could be the showdown of the century. When the King jumps to the top level, get directly underneath him on the bottom. Fight fair, but Don't Be Cruel.



Our boys celebrate Wayne's victory over Elvis, but the game isn't over. There's one more level, and it's the most bizarre yet.

Enter Suburbia, Level Four of Wayne's World ... if you dare!



Cartoon

w o r k s h o p

What I Really Want to Do Is Direct...

Billy R. Moon

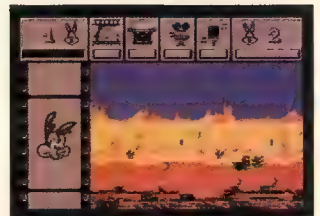
There are probably a 1,001 uses for a gaming machine, but most are overlooked in favor of yet another side-shooting scrolling action game. Konami, however, has really designed something innovative with its *Tiny Toon Adventures Cartoon Workshop*. This program gives you the ability to write, produce, and direct your own cartoon, starring all your favorite Tiny Toons characters.

Each character — Buster and Babs Bunny, Furrball, Plucky Duck, Calamity Coyote, and Little Beeper — can perform a multitude of actions during each cartoon, from standing still to getting blown up. There are also several available backdrops, from the classic haunted house to totally blank backgrounds in various colors. After the action is completed and filmed with the built-in camera, cartoons can be enhanced with the addition of music and sound effects, then permanently saved to videotape if you have a VCR.

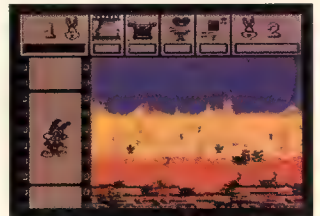
Even though all available options are arranged in easy-to-use menus, it takes some getting used to. It's a multi-step process that only real cartoon or Tiny Toons fans are going to have the patience for. It also cries out for the Super NES mouse. However, there's nothing else like it on the market, and NES players who have despaired over the lack of good games can really get their money's worth.

Use the following guidelines to get started in the cartoon world — here's a simple Little Beeper (Road Runner) cartoon.

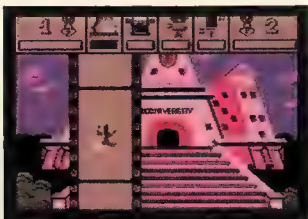
Tiny Toon Adventures, characters, names, and all related indicia are trademarks of Warner Bros. ©1993.



Check the first character menu to select Calamity Coyote.



You have a choice of actions the coyote can perform. At the beginning of our cartoon, he's standing still, waiting for Little Beeper to make an appearance.

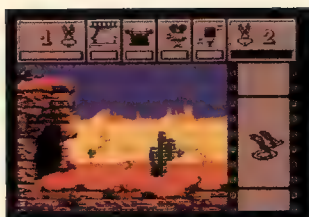


The first order of business is to select an appropriate background. Press Up to scroll through the choices, then the A button when you find one you want — in this case a cactus-laden desert backdrop.





Move the cursor arrows to place Calamity Coyote so he's standing just outside the tunnel entrance.

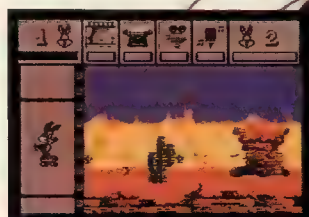


Next, go under the second character menu on the far right and select Little Beeper. We've got him running at full speed.

Place Little Beeper so he's just coming out of the tunnel. You need to set the speed of any character in motion, so press Right until the cursor arrow reaches its full length.



Now it's time to do some filming. Look for the camera at the top of the screen and press Up to advance the film frame by frame. Film only to the point where Little Beeper begins to blow by Calamity Coyote.

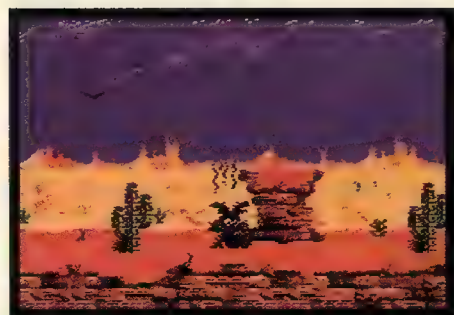
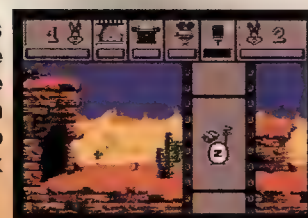


Move back to the first character menu and select a new action for the coyote. The Propeller 3 selection is a good one since it practically finishes the cartoon for you.



A polished cartoon needs a little music. Return to the Camera menu and use the Down key to rewind the film to the beginning. Then go to the Sound menu and pick an appropriate tune.

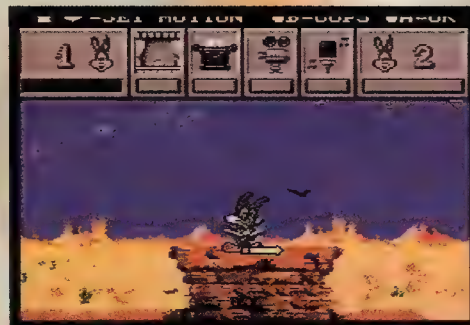
Make sure you place the new action in the same place as the old one so the coyote doesn't mysteriously warp from one spot to another. Then film to the point where the propeller explodes.



Finally, press start to view your finished cartoon. As you can see, we're off to a good start, but we're not close to Warner Brother's standards. Let's try one that's a little more complicated.



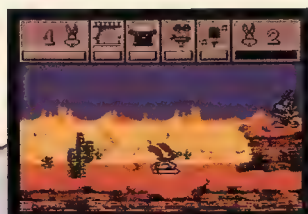
It's easier to add to what you've already designed than to erase the old stuff entirely. Go to the Text menu (designated by the typewriter at the top) and pick the phrase "Later that day" to ease the transition.



Under the first character menu select the Coyote and his "Good Idea 3" action. Place him on the rock immediately after the previous scene and set the motion arrow to full speed ahead.



Hit the Camera menu and film to the point where the rocket begins to take off. Now back up a few frames.



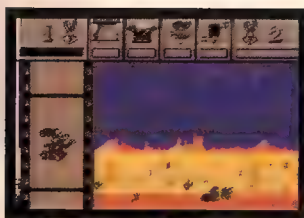
Add Little Beeper, again running at full speed, on the lower platform in the far left corner of the screen.

Use the camera to film a few more frames. If everything is timed correctly, Calamity Coyote will take off just as Little Beeper goes by. If your timing is off, use the editing scissors under the second character menu to delete Little Beeper. Then either fast-forward or rewind to add him again. Repeat the process until you're satisfied.

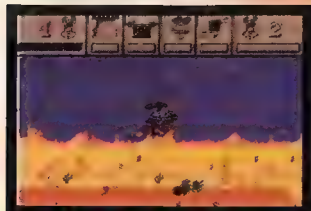


Cartoon

Workshop



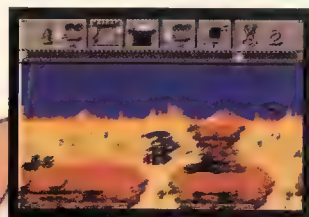
Once the timing is down, fast-forward until the coyote is just about to reach the second cliff. Go under the first character menu and select the coyote and his "rocket" action.



Place Calamity Coyote in the same spot as before, only this time set the rocket at a slower speed. Film a few frames, then do it again at a still slower speed. The net effect has the rocket gradually slowing as it approaches a cliff.

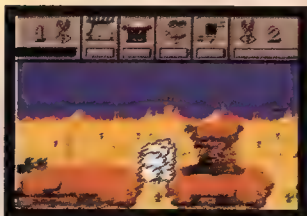


When you've reached the cliff, choose the rocket again and set the direction so arrows are pointing both right and down. The rocket gradually falls toward the open space between edges.



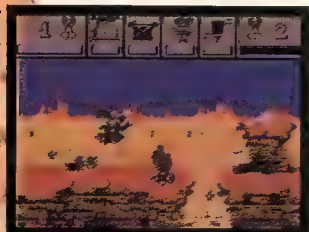
When Calamity Coyote finally reaches open space, pick the rocket one more time and set the speed at zero. Film for just a few frames while the coyote stares at you helplessly.

Select the first character menu again, then pick Props. Select the exploding cloud and replace the coyote with it. Film for a few more frames to make it appear as though his little rocket just exploded.

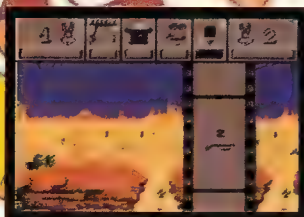


Select the coyote again and pick the Fall action that has him standing in mid-air for a few seconds before falling. Film it completely to end the cartoon.

Don't forget about Little Beeper. Rewind the film to the point where he reaches the cliff where the coyote meets his untimely demise. Select the action that has him stopping to eat, and place him right at the edge of the cliff so he's calmly ignoring the coyote's predicament.



Now it's time to add the soundtrack. Try to coordinate it with the action. Use one tune while the coyote is reading the book, another while the chase is taking place, and still another when the coyote's rocket starts to fall.



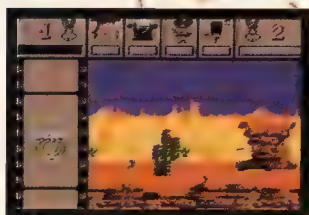
There are also several cool sound effects. Choose an explosion sound to end the cartoon.



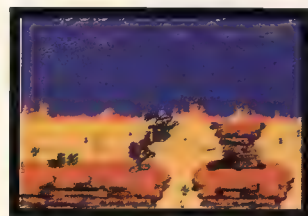
Use the typewriter to provide the coyote with a comment such as "Why me?" right before he falls.



You can also use the typewriter menu to add "The End."



Finally, look in the Props box under the first character menu. Use the Tiny Toons logo to begin your cartoon.



Now sit back and enjoy your creation!

GP





IMAGINE A WORLD WITHOUT MARIO

MARIO'S NEWEST ADVENTURE IS COMING SOON ON SUPER NES®



™ and Copyright 1993 © Nintendo. Copyright © 1993 The Software Toolworks, Inc. All Rights Reserved. MARIO IS MISSING™, MARIO™, LUIGI™, and BOWSER™ are trademarks of Nintendo. Super Nintendo Entertainment System and Super NES are registered trademarks of Nintendo of America Inc.



THE CUTTING EDGE

ATLUS
SUPER NES

RUN SABER

TOP SECRET
Project: SABER

Time Code: 2089.37

Current weaponry has no effect whatsoever on the powerful super mutants infesting the planet. All resources must be devoted to developing new technologies. Most promising is Project Saber, the creation of a cyborg race with combat abilities beyond anything ever seen.

Time Code 2107.92

Project Saber is a success! The prototype Run Saber Unit has performed above all expectations. Flare Sabre (code name: Kurtz) will soon be deployed to Earth and production has already begun on new, more-advanced units.

Time Code 2108.46

The situation has worsened. After Kurtz's initial success, his Parasite Defense Apparatus failed, allowing the mutant parasites to gain control. We should have known the unit was too unstable to send into battle!

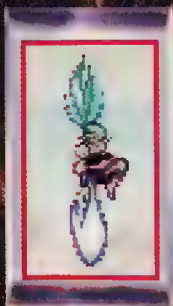
Time Code 2108.87

The mutants have taken full advantage of their new found "ally" and have increased the density of their assault. At this rate, the planet will be completely overrun in a matter of days. We have no choice but to send the two new Run Saber Units into battle. Flare Sabre (code name: Allen) and Jolt Sabre (code name: Shelly) must be sent into the battle. The fate of the planet is in their hands.

Attack Modes



The **standard attack** flashes your sword in either direction. You can perform it even while climbing.

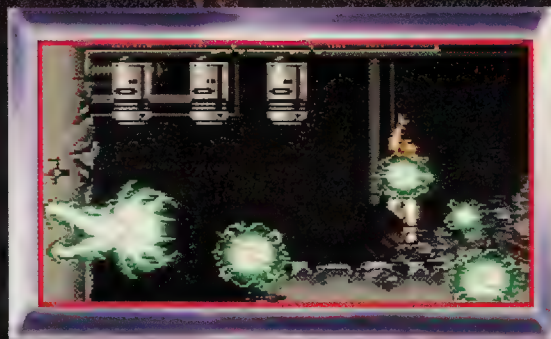


Press Up while jumping to execute the **aura kick**. It's useful for taking out flying enemies.

You can take out enemies just below you with the **downward attack** — press Down on the directional pad of your controller while jumping.

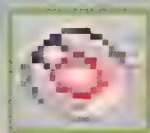


To use the **slide attack**, crouch down and press the attack button and the direction in which you want to slide.



The **special weapon** takes out just about anything in your way — but you only have a limited number, so be conservative.

Power-Ups



These **pink blobs** increase your number of special attacks.



Collect the **white crosses** to increase your hit points by one.



The **blue crosses** add two hit points.



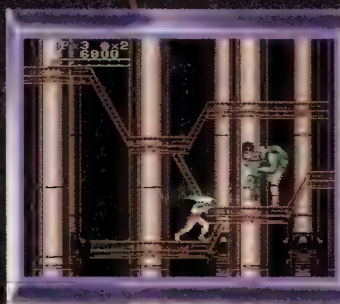
Extra men are usually well hidden, so explore thoroughly.



Instead of wasting time struggling against the onslaught of annoying spinning wheels, quickly climb up and destroy the source.

Round 1: Taj Base

The first boss, Chikeega, can be easily destroyed with a couple of special attacks — but he's really not worth the waste. Just climb up to the rafters and outmaneuver him.



Feel free to use your special attacks on the Azopins. Most of them graciously supply you with another pink blob after they're destroyed.



After defeating Chikeega, go to the right and collect an extra man before heading upward.

The parasite-infested plane at the end of the Taj Base is fairly easy to demolish. Watch for the bulges in the metal that appear before each mutant attacks, then rush over and destroy them. When the final boss appears, the plane goes down in a minute. Don't panic! Continue to attack normally, but don't make any sudden jumps.



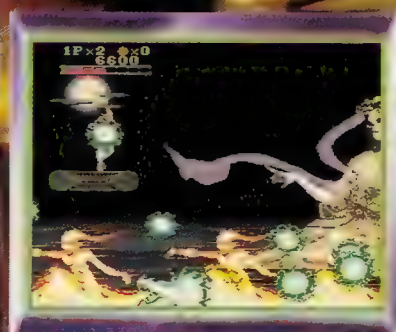
Tong City



To avoid getting zapped by these laser rays, stand quietly next to the spot where they're released, then quickly jump off when they temporarily disappear.



Use the slide attack to get by the death rays coming from above.



The third boss is the mutant-controlled head of a statue of Shumi Shumi. Instead of wasting special attacks, concentrate on destroying the bubbles before they reach you. The head occasionally lands for a few seconds, creating the perfect opportunity for heavy-duty sword attacks.

Jod Valley



Play Tarzan to avoid the spikes.

The robo-lizard (a.k.a. the Tefles Dragon) will probably take you out in a quick way if you get too close. Stand below (and as far back as possible from) his platform. When he comes near, slash him with your sword to destroy him without that annoying self-oriented blood loss.



Take care of these snake guys by getting right in their faces and slashing away. If you're quick, you can destroy them before they can counter fire.

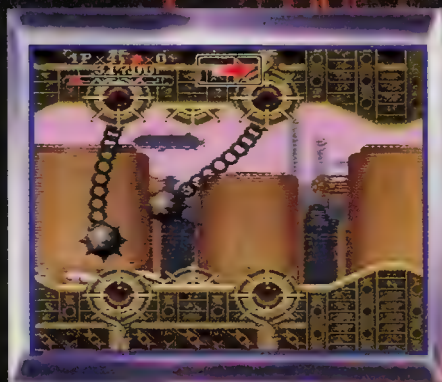


To find an extra man, go down below the bridge and head to the right.

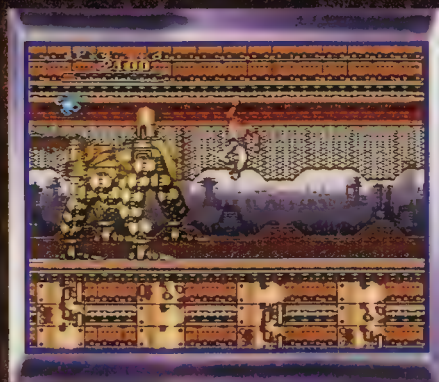


The final valley boss is a dragon-like beast called Skel'ar. Jump up and use the aura kick to bash him in the mouth, then get as close to his body as possible. As long as you're under his neck, you won't encounter his breath-blasts of fire.

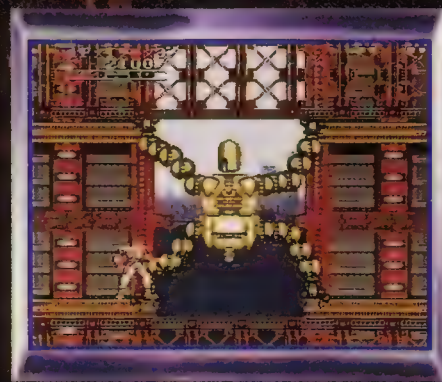
Gray Fac



To avoid getting slashed, slide under the maces as they're swinging away from each other.

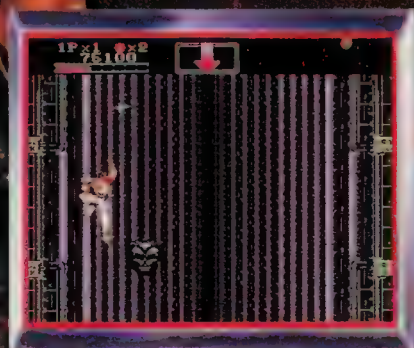


The final boss of Gray Fac is an Underground Transport Robot turned Robot of Death by the evil mutants. While he's in his original dog-like form, hang front above and slash away at his head. When he starts to shoot back, use a special attack (if you have any) or jump back and forth between floor and ceiling.

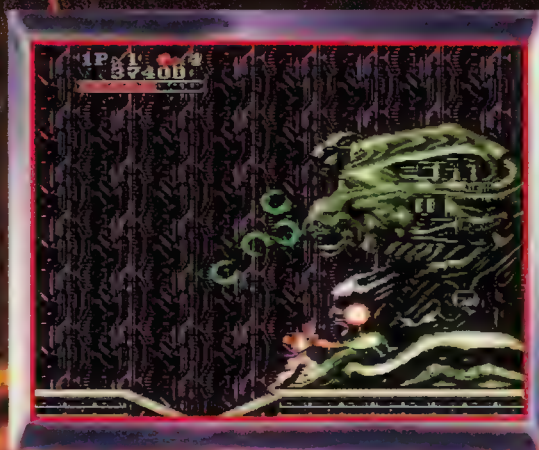


When he starts climbing, climb along with him and try to destroy him piece by piece. Destroying his head and body takes out the legs as well, but it helps if you destroy at least one of the legs closest to you.

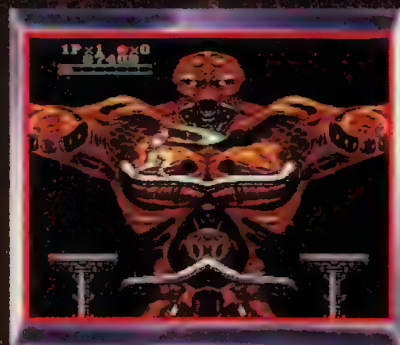
Bruford



Much of the game level is spent falling and climbing. Constantly use the downward attack to avoid death by evil face.



There are two evil faces they see — only one of them is real. The two faces are identical, but the real one will attack you. Watch for the real one on the top one.



You finally face Bruford, the super mutant. Bruford can be killed only by the heart, which is generally protected. To uncover it, hit him in the mouth. Then quickly jump down before the boss returns. If you have any special attacks, avoid descending by using them after hitting his mouth.

SEGA OF AMERICA GENESIS

SEGA OF AMERICA: 3375 ARDEN ROAD,
HAYWARD, CA 94545

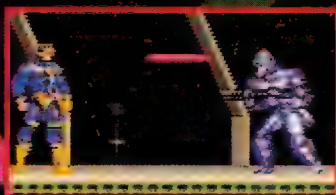
BILLY R. MOON

The evil Magneto is up to no good — again. This time he's managed to take control of the X-Men's computer system and use it to transport our favorite team of mutants. Unsure at first whether they're in one of Professor Xavier's simulated drills or in *real* danger, the X-Men are soon forced to fight for their lives as they make their way toward a confrontation with Magneto himself.

In Sega's new *X-Men* for the Genesis, you can choose from four mutant heros, each with a trademark special power. You can switch among the X-Men at any time — even during combat — but you can switch only a limited number of times. And in addition to the four primary players, you have an equal number of "backup" X-Men that briefly appear during emergencies.

Although the sound effects and music leave something to be desired, the graphics and animation in *X-Men* are great. The degree of difficulty may turn off some people, but overall it's one of the best comic-book-to-video-game translations we've ever played.

Ice-
man is
virtually
useless in
combat, but he
can occasion-
ally use his
ice to build
needed instant
bridges.

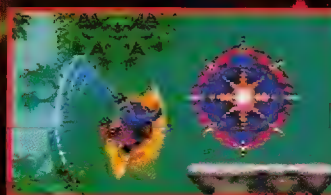


Gambit is the quickest, the most agile, and probably the most useful of all the X-Men. In addition to the long range provided by his card attacks, he has a spin-and-slash jump-attack that's hard to beat.

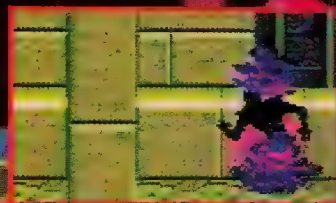
Nightcrawler also lacks jumping ability, so save him for the right occasion. His teleport ability proves deadly for some bosses, but it's best used to zip through walls without the hassle of searching for keys.



THE A-TEAM



Cyclops is also very agile, but his main appeal is the cheap long-distance attacks provided by his optic blasts. They use a lot less energy than Gambit's cards.



Wolverine is the most powerful of the four, but his lack of speed and jumping ability make him a poor choice for many situations. Save him for the bosses — where his deadly claws are invaluable.

THE BACKUP CREW



Storm's ability to create heavy winds is another valuable attack that can do a lot of damage to some enemies.



Archangel is the most powerful of your backup crew. His triple-attack can practically take out some bosses by itself.

Rogue's punch packs a wallop, but since she throws only one at a time, she's less effective than Storm or Archangel.



THE DANGER ROOM

The Danger Room is your headquarters. You start out here and return after each level or whenever an X-Man meets an untimely demise. The central computer provides descriptions of each available X-Man. Once you've chosen a character (press Start), practice his or her abilities for a few minutes, or exit immediately by jumping toward the computer console in the upper left.



Return-2
After each level, hit the power orbs to regain energy. As the levels progress, the orbs begin moving around



more. Take time to memorize the location of each orb — you have a limited amount of time to hit them all.

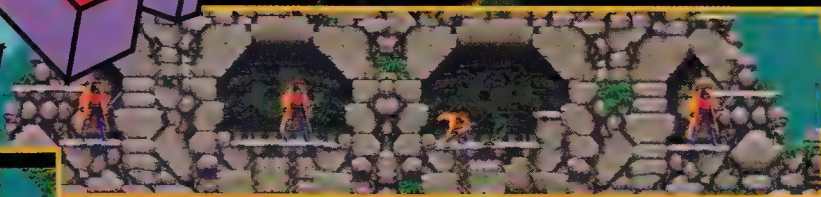


X-MEN

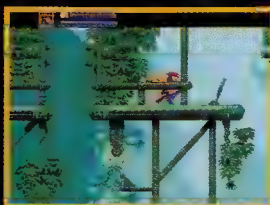
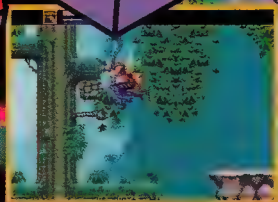
X-TRAORDINARY!

THE SAVAGE LAND

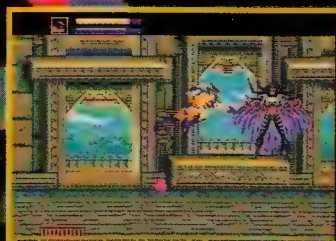
In order to get past the gigantic wall that seems to have sprung up in the jungle's midst, enter the nearby cave and flip a switch. There's also a Rogue power-up in the cave directly across from the wall.



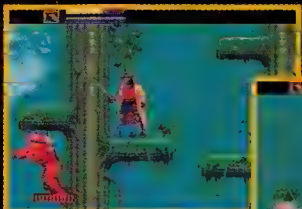
Chop down these annoying beehives for an instant health boost.



To avoid crossing the deadly spikes, climb to the top of the screen right above them, then flip this lever to make them retreat into the ground.



It's possible to cross the water on the moving platforms, but you usually end up falling in. Try climbing to the top of the rocks instead, then hitch a ride on the friendly dragon.



There's a fresh supply of backup team icons near this deadly lady. Use them all, then polish her off with Wolverine's claw attack.

Juggernaut quickly takes out your health if you get in his way. Use someone from your backup crew if you can, and perch on one of the lower tree limbs. If Juggernaut still survives, get right above him, then jump down and hit his head from behind.

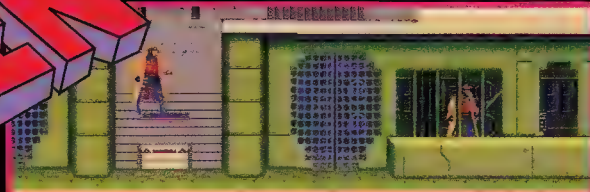
SHI'AR EMPIRE

You won't need Nightcrawler's teleport ability in the second level if you search for several keys and hidden switches. This one opens the first door you reached.



There's a health power-up in the room to the left; hit the switch to open the door. Kill the guys that come out, then hit

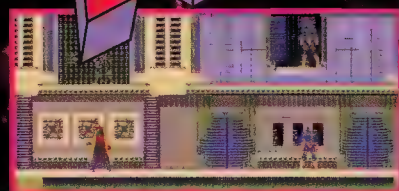
the switch again, hop inside, and walk to the right.



You need to turn on the platform to reach the level above (and a room with health and special attack power-ups). Enter the first door to the right, take out the guard, then continue walking to the right until you hear the click of a hidden switch.



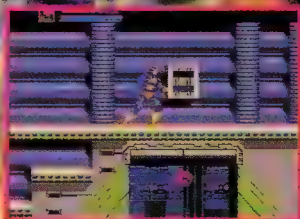
While you're traveling through the ship's docking bay, you can avoid facing too many guards at once if you stay on the top level. Use Cyclops or Gambit at this point so you can immediately destroy guards on aircycles.



After you get the attack power-up hidden behind the "X" blocks, jump up to the next level, then into the open passageway. Don't exit through the door below — jump up to the left instead and grab the power-ups hidden behind the screen above.



Jump down to the bottom level when you get to the locked door to pick up a power-up. The order in which you hit the blocks determines whether you get a special attack or health power-up.

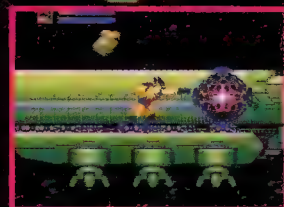


Now go left to the second "garage door." Hit the switch above it to uncover the key. Grab it, then quickly jump back up and to the left to avoid facing any additional guards on your way to the door.



It takes timing to get through the asteroids safely. Stand above the door and wait

for an asteroid to go by below you. While you're watching for an asteroid to go by above you, quickly jump down and hit or shoot the guy who comes out. After the asteroid passes, jump back on top and repeat the process until the ship docks.



Deathbird is faster than anyone on your team, so she's hard to defeat by hand. The cyclops guards also have a nasty habit of popping up in the middle of battle. Hit Deathbird with Archangel and Storm to take her out quickly.

EXCALIBUR'S LIGHTHOUSE

You face Sabertooth early in the third level. To avoid losing a lot of energy, quickly run to the left platform as soon as you spot him. Hit him with a dose of Archangel, then let Rogue finish him off.



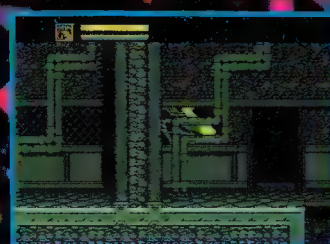
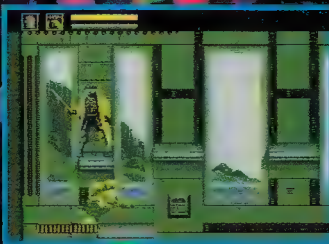
Destroy this innocent-looking device to enter the lighthouse. Kick it over, then quickly run for the door to avoid getting pelted by little balls of energy.



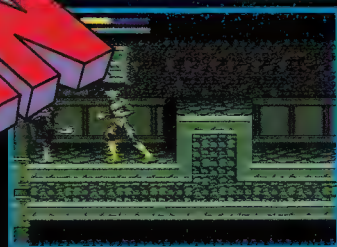
Once inside, go to the room above and hit the wall-access panel to destroy it. The panels provide access to hidden rooms.

X-MEN

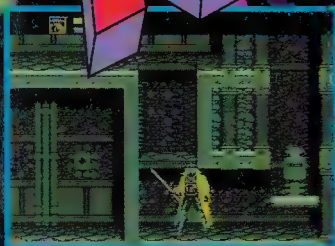
Now head downstairs to destroy another panel and collect some cool shades. The magical specs make it easier to fight the ghostly images of your companions. There are some otherwise hidden power-ups to be found, too.



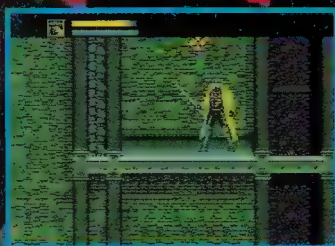
Head back upstairs to find a previously hidden room — it's Juggernaut again! Stand on the far-left platform and unleash Archangel, then jump up to get the Archangel power-up. Try the old bash him-in-the-back-of-the-head trick again to take him out.



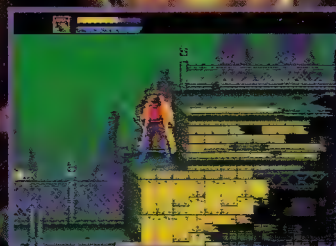
Once you've hit the access panel in Juggernaut's room, you can walk completely through the first corridor in the basement. When you reach the spot where the wall once was, jump up to fix your health.



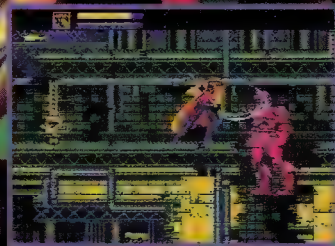
Continue to hit wall panels until you reach the bottom-left corner of the basement. An elevator then takes you to new heights.



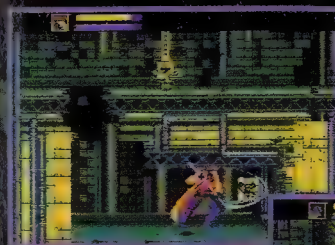
When the elevator reaches its highest point, quickly jump off and enter the hidden room at the left — you need that health power-up before facing the final boss.



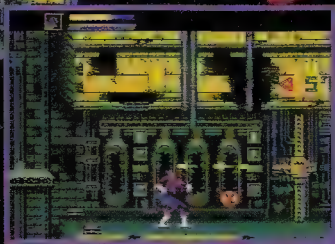
These androids pop up from otherwise empty holes. Get right in their faces to polish them off quickly. If you run away, you end up with laser holes in your X-head.



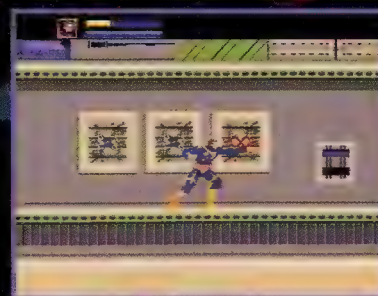
Those "empty" holes sometimes contain power-ups or access panels, too. You can usually spot a step-platform in front of the useful holes.



Those wonderful secret wall panels make another appearance in the fourth level. This time they're used to cut off forcefields that keep you from proceeding.



You can avoid problems with overly large holes that lead to nowhere and that annoying toxic gook by staying on top of the building. Unfortunately, you also usually avoid the forcefield switches using this route, forcing you either to backtrack or use Nightcrawler's teleport.



Once you reach the elevator platforms, start heading toward the lower levels — containers there are filled with power-ups that replenish your health before the upcoming battles. Watch out for weird little alien mutants in some of them, too — be prepared to fight back!

STARFOX

SUPER FX at LARGE

Vince Matthews

As Fox McCloud, you're leader of an elite group of freedom fighters known as Star Fox. Your mission is to get to planet Venom by any means possible, eliminating any resistance along the way. You're the last hope of the Lylat system, so it's vital that you defeat Emperor Andross, who's dangerously close to having the entire universe in his evil grip.

The first game Nintendo has released to take advantage of the Super FX chip, *Star Fox* offers spectacular action unlike any ever seen on the Super Nintendo. Five stages of fast flying are offered, and you can customize the game to your ability with three skill levels. *Star Fox* is a thrill a minute.

YOUR TEAM



Slippy Toad

Slippy's humor and timid flying style are a unique contrast to the team's pugnacious tactics. Don't ignore his flying tips.



Peppy Hare

Peppy's rational thinking and extensive knowledge of the Lylat system are indispensable in fighting the evil forces of Andross. He's also an outstanding pilot and navigator.



Falco Lombardi

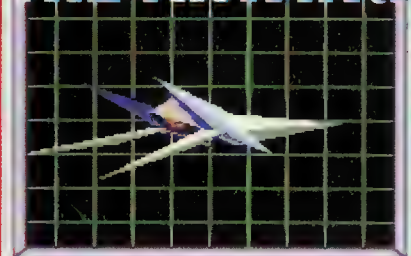
The skies are Falco's second home, and his exceptional flying skill reflects it. An even finer pilot than Fox McCloud, the two are nonetheless good friends.

FOX McCLOUD



Fox is a skillful fighter whose aggressive style is the envy of his teammates. As the leader of the Star Fox team, he must ensure the team's safety — but he must complete the mission, too.

THE ARWING



Still in the experimental stages, the advanced *Arwing* fighter is the cornerstone of the Corneria defense system.



Stage 1: To drive Andross from the Lylat system, study this step-by-step view of the first stage — and be sure to follow the advice of your team.



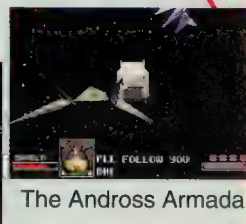
Follow Slippy's lead and fly through the arches...

... and grab the Double Blaster icon at the last arch!

Corneria, the most important planet in the Lylat system.



The asteroid belt



The Andross Armada



START

**NINTENDO of AMERICA
SUPER NES**

4820 150th Avenue NE
P.O. Box 957
Redmond, WA 98052

NOVA BOMB

SUPPLY RING



A Supply Ring appears midway through each stage. If you fly through it, it becomes the point of continue if you die. The ring also partially replenishes your shield.

Look here for an extra Nova Bomb. These bombs are powerful weapons, so stockpile them for later stages.



NAME - ATTACK CARRIER
WEAPON - MISSILE BLASTER
SIZE - H70xW100xD150

ATTACK CARRIER



The Attack Carrier is Andross's only foothold in Corneria. Attack it at the launching bay, then move to other areas.



As you attack the second bay, remember to keep moving to dodge missiles and ships.



Attack the carrier's main frame when it takes a close pass...



Success!



...and continue your assault as it prepares for a final attack.



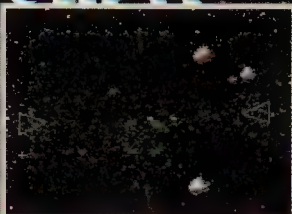
Objective complete. Now continue with your primary mission.

THE COCKPIT



Inside

There's an impressive array of high-tech weaponry inside the cockpit of the Arwing.



Bullseye

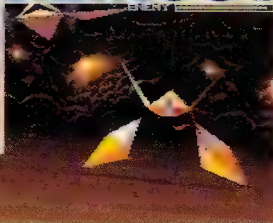
The crosshairs of the Arwing have triangle-wing indicators. Use these in later stages to navigate through difficult starfields.



MISSION ACCOMPLISHED, ALMOST



As you approach Venom, use your retros to evade Andross's final attempt to stop you. You should also find the blaster increase on the planet's surface.



Phantron has regenerated into a more powerful foe. Avoid his legs, but attack him repeatedly.

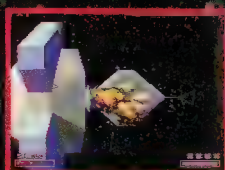
Andross's final form!



Stage 2



Several of Andross's forces put up resistance as you enter the asteroid belt. Take them out with lasers and stockpile Nova Bombs for later stages.



Asteroid Destroyer: Eliminate the Rock Crusher boss by taking out the side turrets, then the center.



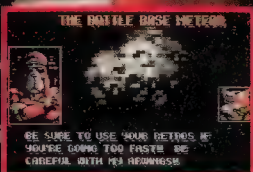
Stage 3



Power up your blasters as soon as possible.



Planet Bomber: Destroy the atomic core of the Armada before advancing. Take out the surrounding forcefield, then concentrate on the main core.



Stage 4



Use your retros to slow down through congested areas.



Spider-Shaped Machine: Blast off the Dancing Insector's legs with lasers. Use Nova Bombs to inflict even more damage.



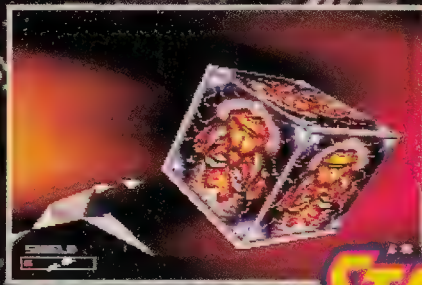
Stage 5



This is Andross's last line of defense. Scan the planet's surface, taking out space torpedoes and enemy spacecraft.



Close Orbit Robot: Phantron plays a shell game, so find the real boss and show him who's really in charge.



Congratulations! You've beaten Andross at the easiest skill level. But how will you fare on a more challenging course?

GP

STARFOX

CYBER-COP

ARE YOU TOUGH ENOUGH TO TAKE ON THE CORPORATION



The Universal Cybernetics Corporation's got a huge PR problem.

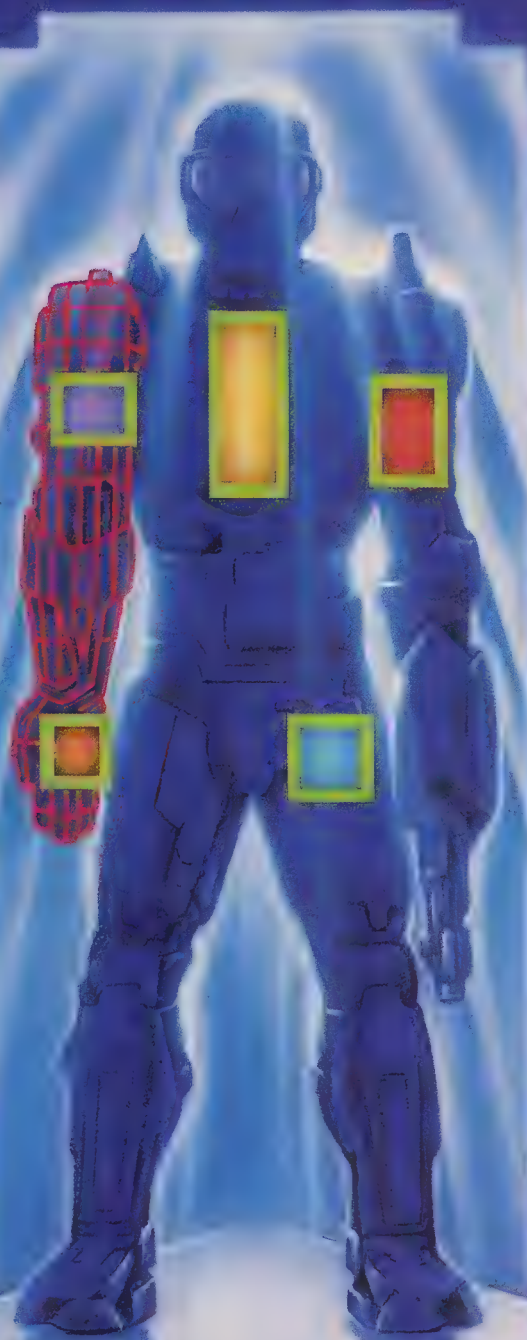
Seems some morbid folks are calling the new domestic robot they've designed "THE RIPPER" due to a nasty little defect - this robot likes to kill.

Or is it an accident that the UCC happened to create a genetically engineered killing machine who also happens to have an insatiable appetite for humans beings?

Translated from the number one European hit **CORPORATION**, you're the CYBERCOP who's been chosen by the government to crack the complex security system of the UCC. Your mission: confiscate the mutant robot they've designed as the ultimate weapon.

Just remember CYBERCOP² you're completely on your own. Of course, you'll arm yourself with a whole arsenal of fire power -- everything from hologram projectors to infra-red image intensifiers.

If all goes well, you'll be a national hero. But if the droid guards, sleeping gas and autolock doors get the best of you -- even your own mom will deny that she ever knew you!



This official seal is your assurance that this product meets the highest quality standards of SEGA. Buy games and accessories with this seal to be sure they are compatible with the SEGA[™] GENESIS[™] System.



Licensed by SEGA Enterprises Ltd. for play on the SEGA[™] GENESIS[™] System.

SEGA and GENESIS are trademarks of SEGA Enterprises Ltd.



Cyber Cop is a trademark of Virgin Games, Inc. © 1992 Virgin Games, Inc. and Core Design Ltd. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd.

FOR PRICING AND ORDERS, PLEASE CALL 800-VRG-INFO. VISA, MASTERCARD, AMERICAN EXPRESS AND CHECKS ACCEPTED.

Product Information Number 239

Get Your Paws on Hook

SONY IMAGESOFT
SEGA CD

9200 Sunset Blvd.; Suite 820;
Los Angeles, CA 90069



Hook's pirate
ship silently
crosses
London.



Peter Banning's
convinced that he was
never Peter Pan. It's up
to Tinkerbell to change
his mind and return with
him to Neverland.

N

owadays Peter Banning is a respected attorney with few childhood memories. But when he was young, he was Peter Pan, leader of the Lost Boys. His memory of that other, magical time returns when Captain Hook kidnaps his children and takes them to Neverland.

To rescue his children, Peter returns to Neverland with Tinkerbell, then convinces the Lost Boys — especially their new leader, Rufio, that he really is Peter Pan. Once the Lost Boys join with him, he must win back his Golden Sword, then prepare himself for the challenge of his life: a fight to the finish with that evil buccaner, Captain Hook.

If you've read the tales or seen the movies, you know everything you need to know about Hook for Sega CD. As

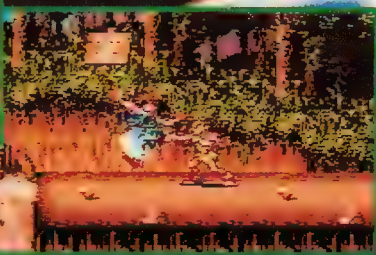
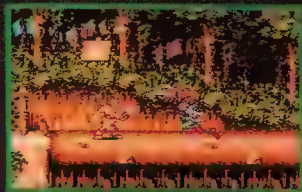
Peter, you fight skeletons, bees, blimps, and other enemies attempting to keep you from your kids. You must find leaves, fruit, and one-ups to help you in your quest, and Tinkerbell icons provide you with pixie dust that lets you fly. Hook is an impressive game that really takes advantage of the CD system's sound capabilities. In fact, the soundtrack is better than the graphics! Because of the limited disk scheme, some of the graphics are mediocre. But the soundtrack is beautifully orchestrated. With the bonus game play and fun bonus ending stages, Hook really does stimulate the imagination.

Jonathan Gagnon

The Nevertree

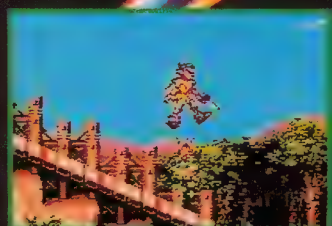
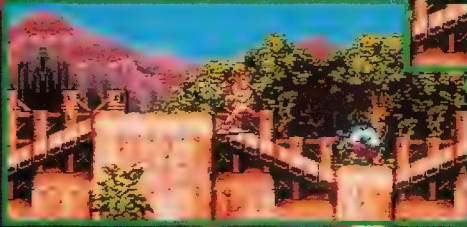


There's a bee-keeping enemy behind these leaves. When the bugs attack, leap over them, then destroy the beekeeper.



Who's the real leader of the Lost Boys? Prove yourself by fighting your rival, Rufio, and regaining your Golden Sword. When Rufio charges, leap over them, then nail him with your sword.

This villain rolls into a ball to steamroll you. Hit him twice to put him out of commission.



You know you'll be flying soon when you see Tinkerbell. Stay under her and collect pixie dust until you fill your flying meter.



Rufio surrenders when he realizes you're the real Pan.

The Neverland Forest



Leap from tree to tree — but watch for the archers. Wait for them to shoot three arrows, then continue on your way.



This boss uses the trees for cover. Wait here, and if a boxing glove comes at you,

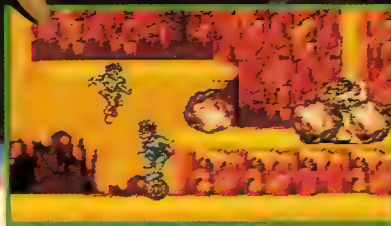


jump up until it retracts. Soon the boss appears from a hole — that's your cue to attack.



Victory is yours — the Lost Boys are found!

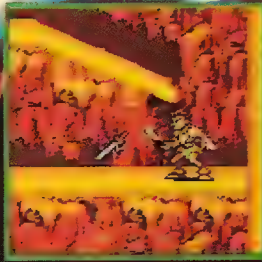
Neverland Mountains



It takes two hits to bring down the guy on the barrel. Take care of him, then slowly move toward the guy throwing boulders. Two hits take him down, too.

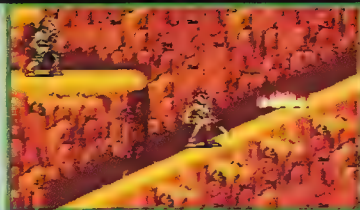


You're paralyzed for a second by this fire ring. As soon as you can, fake out the tiger by quickly jumping up. After the fire ring has passed, leap over the tiger.

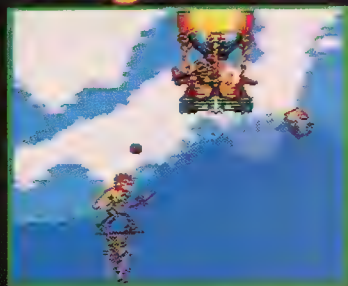


Check every nook and cranny for your Golden Sword.

These arrows create a wall of fire when they fall. Wait for it to disperse before advancing.

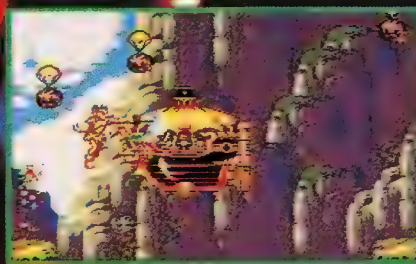


Watch your flying meter while you're fighting in the air. Look for Tinkerbell if it starts to drop too low. And keep an eye out for the blimps as well.



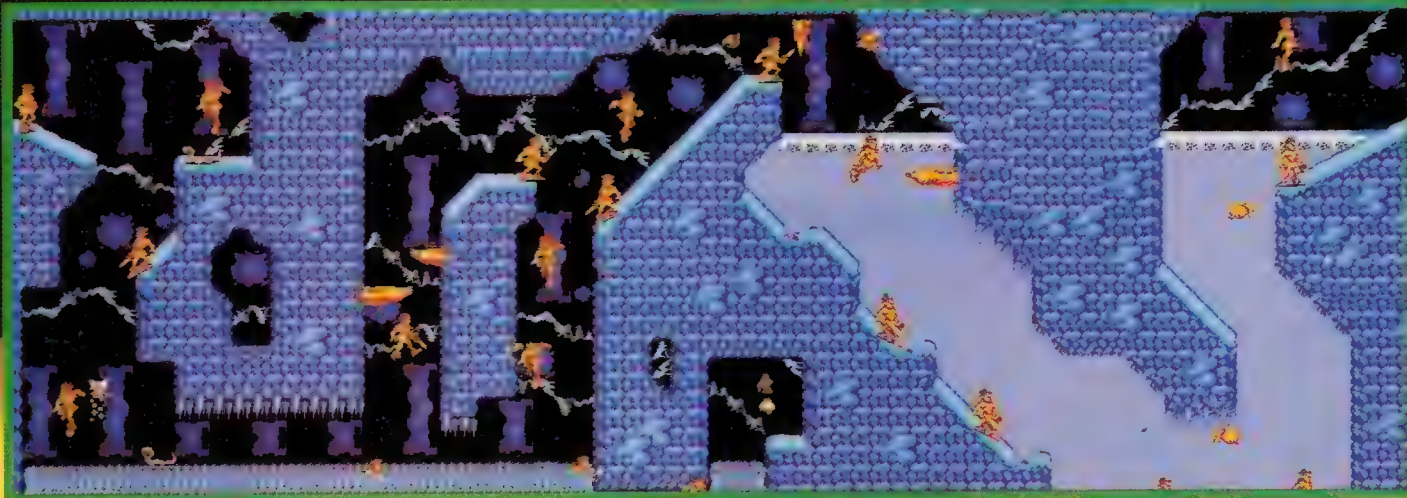
Slice explosives with your sword while you're in the water. When the blimps shoot at you, dive underwater — but don't go too low or the mermaids push you back up, often into the blimps' shots.

Use your flying power to fight this tricky boss. Wait for his head to pop out of the hole, then attack it.



Neverland Underground

Stockpile extra lives by grabbing the golden coins when telling yourself.



The Ice & Snow Region



The only way to damage these villains is while their backs are turned. Leap over them, then turn and strike.



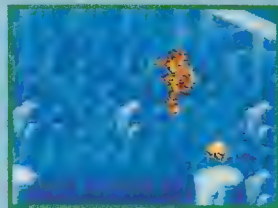
Hit this boss with his own animal. Stand on the center ledge and wait for him to let go of the balloons. When he does, pop the balloons so the explosives fall on him.



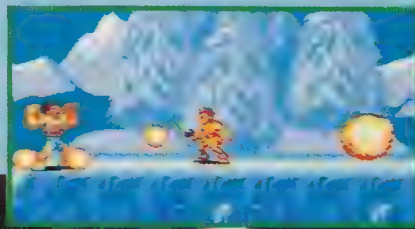
The apple replenishes your leaves. You can grab it if you jump over the foe with the shield.

This leaf increases your ability to take hits.

But be careful as you jump to the ledge — it's icy!



Leap over the boulders he throws, then attack.

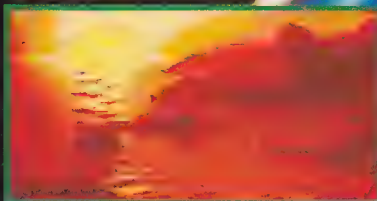


Over the Forest



Your Golden Sword!

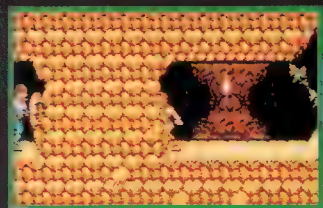
Take flight on this stage. When the blimps come at you fly around them and try to pop them before they fire at you.



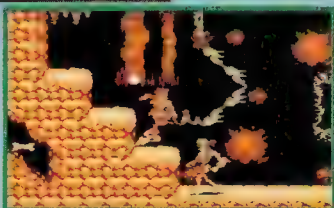
Hook's ship is in the distance ... onward!



There's no boss in this stage, so head for the Lost Boys!

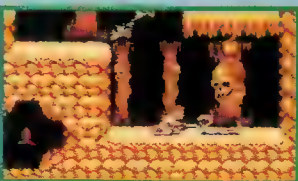
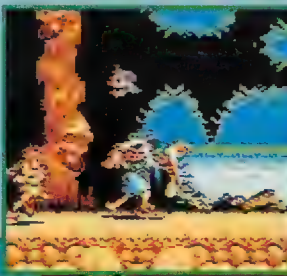


This stage can be tricky — the only way to avoid darkness is to keep the flame on-screen. Move slowly and try pushing the walls to uncover some hidden passageways.



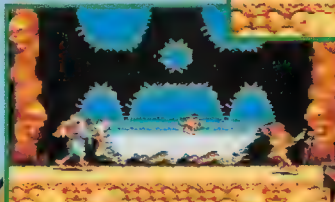
You can't kill the dead, so hit the skeleton, then move quickly past before it rises and comes after you.

To defeat this boss, wait until its head is close, jump over it, then leap over the skeleton and stab the boss in the back. You can injure the creature only when his head is off. Be quick — Hook's still waiting for you.



Watch out for those dangling spiders!

Kill the snake, then go after the apple.



GP

Hook

ANIMATION COMES TO LIFE



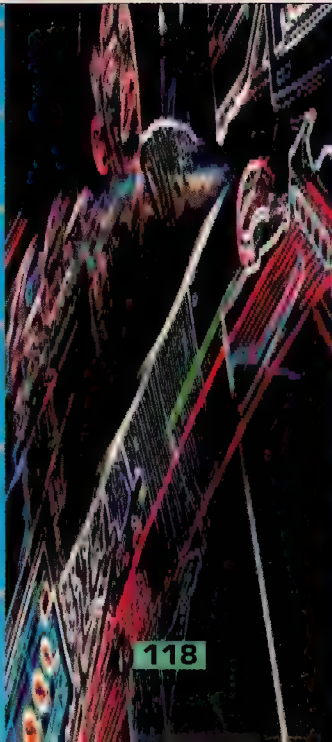
Synthetic Actors Change the Face of Gaming

Heading the Synthetic Actor project are, from left to right, Paul Provenzano, producer; Wes Trager, director of research and development; and Don Hunt, graphics engineer.

Todd Mowatt

Arg — more technology to decipher! Just when you've figured out the Sega CD and the Super FX chip, Acclaim pioneers a new motion-capture process that takes video-gaming production into another dimension. It might very well change the way animation is created in the video-game world.

Although the process hasn't officially been named, the working title is "Synthetic Actors." It measures actors' movements using sensors placed all over their bodies. The sensors track each movement the actors make and send the



information to a computer. The movements are measured, monitored, and mathematically duplicated in the computer's memory as a 3-D body-movement file.

The project is headed up by former LJN director of technology Wes Trager, now Acclaim's director of research and engineering. After researching companies in the motion-capture field, Trager put together a team of professionals from all over the world. Among the many advantages of the Synthetic Actors process, Trager especially cites the time it will save animators. And time equals money.

MUHAMMAD ALI REGAINS THE CHAMPIONSHIP FOR THE FOURTH TIME!

★ Why settle for anything less than "The Greatest?"

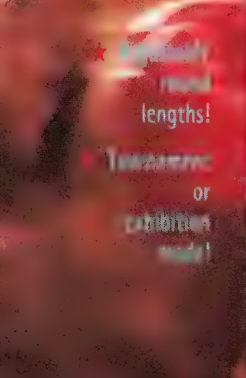


"The graphics are top-notch and include some incredible rotation like you have never seen on the Genesis" ...this cart is a boxing fan's dream. MUHAMMAD ALI'S HEAVYWEIGHT BOXING by Virgin is sure to knockout the competition."

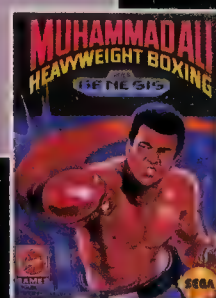
—*Electronic Gaming Monthly*



★ 360 degree rotating ring so you don't miss any of the action!



- ★ Special Collector's Edition Muhammad Ali Sports Card included!
- ★ Arcade or simulation-style boxing!
- ★ Digitized sound so real you can feel that blow connect!
- ★ One or two player simultaneous play!
- ★ Atmospheric crowd responses!



We're not talking any lightweight offer here!

Enter our drawing to win one of 30 pairs of boxing gloves or one of 75 Muhammad Ali game cards hand-signed by the champ himself! Just send in your Muhammad Ali Heavyweight Boxing Game warranty card by June 1, 1993 to register automatically.



For more information, pricing and orders, please call 800-VIRG-1107. Visa, Mastercard, American Express and checks accepted.

Mr. Ali provided courtesy of Sports Placement Service, Inc. Muhammad Ali Heavyweight Boxing is a trademark of Virgin Games, Inc. © 1992 Park Place Productions. Licensed to Virgin Games, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd. Licensed by Sega Enterprises Ltd. for play on the SEGA GENESIS SYSTEM. SEGA and GENESIS are trademarks of Sega Enterprises, Ltd. Sega, Japan's Super 32-bit System. Sega, Japan's Super 32-bit System.

THE BURNING MUST STOP. NOW!

Rain forests occupy just 2% of the earth's surface. Yet, these rain forests are home to half of the planet's tree, plant and wildlife species. Tragically, 96,000 acres of rain forest are burned every day. You can help stop this senseless destruction. Right now you can join The National



Arbor Day Foundation, the world's largest tree-planting environmental organization, and support Rain Forest Rescue to stop further burning. You'd better call now.



**The National
Arbor Day Foundation**

**Call Rain Forest Rescue.
1-800-255-5500**



TRADE GENESIS CARTRIDGES

FOR FREE
INFORMATION

WRITE TO:
THE SWAP SHOP
210 MILL STREET, SUITE 255
LANCASTER, MA 01523-2046
OR CALL: (508) 368-6651

FOR ONLY:

\$5.00

Product Information Number 231

HOW TO CONTACT US

To order a subscription: Use the order form bound into this magazine.

To order back issues or to get help with a subscription question or problem: Call (201) 703-9505, or write to *Game Players*; Customer Service; 23-00 Route 208; Fair Lawn, NY 07410

For editorial questions: Due to the volume of calls we receive, we are unable to take editorial or game counseling questions by phone. However, we love to receive your letters of comments, questions, and suggestions. When possible, we will try to respond in the magazine. Write to *Game Players*; Editorial Department; 300-A South Westgate Drive; Greensboro, NC 27407.

To order reprints or receive permission for reuse: Send your written request to *Game Players*; Editorial Reprints; 300-A South Westgate Drive; Greensboro, NC 27407.

FOR FAST, FREE PRODUCT INFORMATION...

on Advertisers featured in this issue of *Game Players*. Nintendo Sega, simply complete the following information on the attached card.

- 1.** Print your name and address
- 2.** Write in your product information number selections in the boxes on the attached card. Product information numbers can be found in each advertisement.
- 3.** Mail your card.

ADVERTISERS INDEX

company

page number

Absolute	5
Acclaim/LJN/Flying Edge	26-27, 49, 95
Accolade	9, 87, 1BC
Activision	85, 131
American Sammy	39, 51
Ascii	1FC-1
Bulletproof	BC
Culture Brain	20-21
Data East	18-19
Electronic Arts	13-15, 30-31
Fleer	136-137
GameTek	32-33
Interplay	36-37
Ocean	41, 71
Seika	29
Software Toolworks	101
Sony Imagesoft	3
STD	11, 89
Sunsoft	43
Swap Shop	120
Taito	81
Tengen	6-7
THQ	67
Tradewest	46-47
TSR	55
Virgin Games	23, 58-59, 78-79, 92-93, 113, 119
Game Players:	
Nintendo*Sega Subscription	25
Readers Choice Awards	35
Gametek's American Gladiators Sweepstakes	45

product information number

100
103
105
104
107
109
111
124
130
140
149
162
182
222
226
113
227
110
230
231
232
234
112
235
236
239

For additional information on *Game Players* back issues and encyclopedias call 1-201-703-9505

How Is It DIFFERENT



In a special motion-capture studio, a martial artist's movements are scanned using sensors.



Via computer generation, a 3-D geometric model is created.



Bitmapping helps create this 3-D Synthetic Actor version of Alien.

To understand the extent of this breakthrough, you need to know how standard video-gaming animation is created. Typical animation runs from 3 to 30 frames per second. An animator must hand-draw each character or image (called *sprites*) pixel by pixel, line by line, frame by frame. Once the drawings are combined and a background is added, the video games we play come to animated life on-screen.

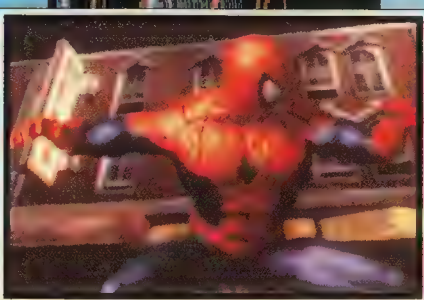
As an example, it took months for Acclaim's designers to complete the digitized animation in *Terminator 2* for the SNES. Arnold Schwarzenegger's actions took 1,800 frames of animation, with the artists drawing each movement one line at a time. Their drawings were then scanned into a computer and cleaned up. To capture the motions as realistically as possible, the animators used video-taped images of the actions as a reference point. The problem was that the character's movements were limited to just what was videotaped. Any special-effects work was later added at additional time and cost.

With the Synthetic Actor process, the animator can act as director, working with characters in an artificial set and studio all within the computer. He or she sets the lighting and decides the camera angles. The computer then generates 3-D characters and their movements. Adding skin, color, and tone (*texture-mapping*), an animator can turn an ordinary actor into Spider-Man. Adding an outer shell to a character or image (*bitmapping*) turns the actor into an chest-bursting Alien.

Trager says that this process will revolutionize animation. It's ten times faster, and changes can be made in hours instead of



Texture-mapping is used to complete the image. The addition of skin, color, and tone transform the actor into Spider-Man.



Here's an example of the final rendering of a synthetic version of Spider-Man and the 3-D realism achievable using Acclaim's motion-capture technology.

months. "Animators see it as a tool to make their jobs easier," he says. "Instead of drawing 1,500 images, they can use more of their talent to make new, fantastic-looking characters for the games very quickly."

But don't think that the speed-up in development time means there's going to be a flood of games with Synthetic Actors hitting store shelves. The games aren't necessarily completed faster because the designers are attempting more complicated animation with mind-blowing graphics and awesome-looking 3-D characters. Now the only limit is their imagination.

Forty people in the U.S. and England have been hired to use and fine-tune the Synthetic Actor process. Biomechanics of Atlanta is the motion-capture process specialist, and an anonymous British software house (any guesses?) is in charge of bitmapping and the changeover of games from one format to another. Trager and his team combine all the elements.

Trager couldn't officially provide *Game Players* with titles in development that use the Synthetic Actor process. *Spider-Man* and *Alien 3* were guinea pigs for testing purposes. "We're a-ways away from fully implementing the process into Acclaim's day-to-day video-gaming projects," he says. "It will probably take us another year to perfect it — we want to get it to the point where we get the process working more rapidly."

It's a sure bet that whenever the games are finally released, the motion-capture process will make playing them more like being part of a movie. The watchword at Acclaim seems to be "lights ... camera — interaction!"

A GAME OF A HIGHER POWER

MINDSCAPE
SUPER NES

Billy R. Moon

Gods is another entry in the onslaught of translations of PC games to the SNES system. If traditional role-playing and simulation games aren't your thing, the rush of conversions probably doesn't thrill you, since the majority of such "hand me downs" seem to fit those categories. Fortunately, *Gods* is different—not only from other computer games, but also from just about anything else on the market.

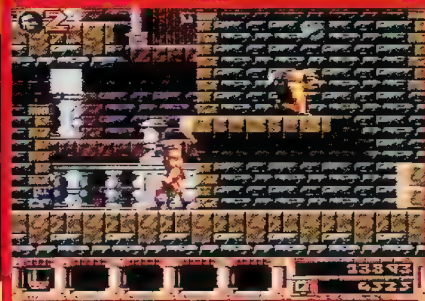
On the surface, *Gods* appears to be a standard action game in the *Castlevania* vein, but there's a lot more to this cart than meets the eye. You must solve puzzles scattered throughout the adventure to finish the game, and others that aren't absolutely necessary but result in rewards. In addition, there are weapons' shops on every level, adding a little strategy as you decide how to spend your treasures.

The puzzles are sometimes fairly difficult, but none are impossible. The cool thing is that if you do get stumped, the game realizes it and helps you out with extra men or "transport crystals" that let you practically skip a problem area altogether. All things considered, this is one of the best PC conversions yet.



The first level is pretty straightforward, but you can make it even easier with a warp. Reset the first and second levers you come to, and a trap door opens near the second one.

Make sure you go left and get the trap-door key at the beginning of the second level.





The transport crystal above takes you to a secret room. Look for a pot that nets you a bit o' treasure. To get to it, first flip the lever on the far right, then come back and flip the one right below the trap door, causing it to open.

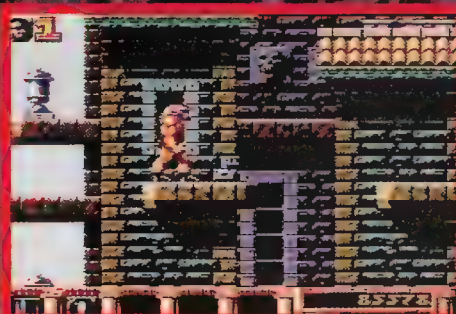
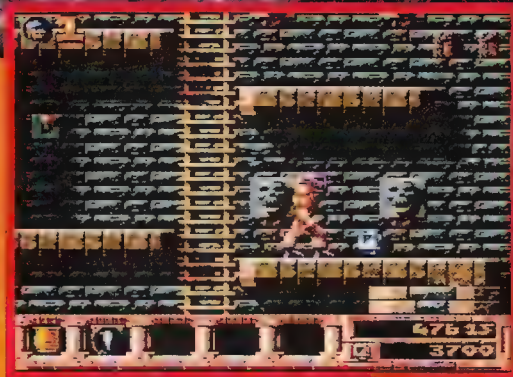


You have choices here: Hidden switches throughout open each of the trap doors so that the treasure will be

waiting for you below. Your best bet, however, is to jump to the left as you're falling from the platform above. Not only do you get the treasure, you also save a lot of life without that long fall to the bottom.

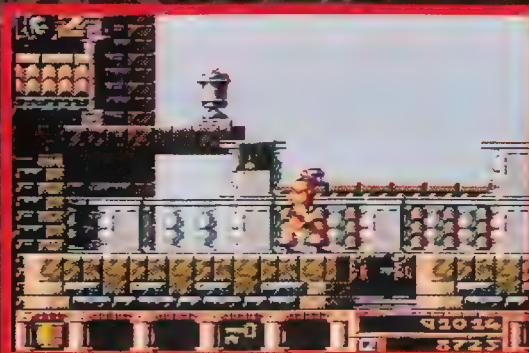


The first puzzle on the third level of the city involves getting to the levels above. The "real" way is to close the trap doors and get the super-jump potion that's lying in the pit — but it's a lot easier to wait a few minutes for the transport crystal to appear.



Once you get above ground, climb to the top left corner to get the trap-door key.

Collect the teleport key, then use it to open the lower of the two doors on the right. Enter and you're transported to the platform with the treasure key.



When you get back to the right, open the trap door and fall through to get to the treasure room (top door on the right). After you've gotten the treasure, collect the world key and head toward the bottom right corner to face the boss.



The first boss is fairly easy to beat. Stand so the fireballs bounce right over your head and fire until he's defeated.

The biggest secret to the first world of the temple is that thieves are your pals. Grab the gold key on the left as you come down the first steps. Go to the bottom right and let the first thief



grab the shield. Drop the key to lure him toward you, then blast him and pick up the shield (don't forget the key!).



Next, climb up to the right. Let your shield wear off, then pull the lever to lure the second thief. Wait for him to grab the green treasure key, then waste him.

The secret to getting the world key is to find three crystals and bring them into this room one at a time — in the correct order. Each time you add the correct gem, the platform holding the key drops a little.

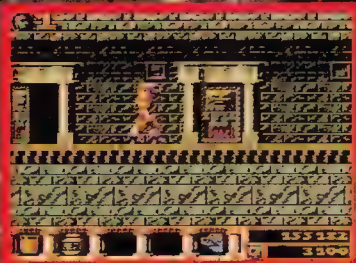


time — in the correct order. Each time you add the correct gem, the platform holding the key drops a little.



Here you find the world key and, if you bring back all three chalices (hold them all at once), you get access to the treasure room.

Most of the second world is centered around the temple.



Look for the globe, skull, and jar of herbs. Take them to the correct rooms, and you earn the missing mosaic pieces.

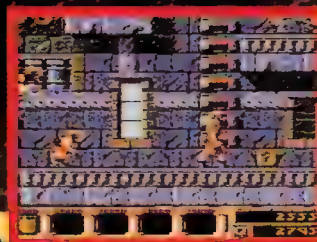
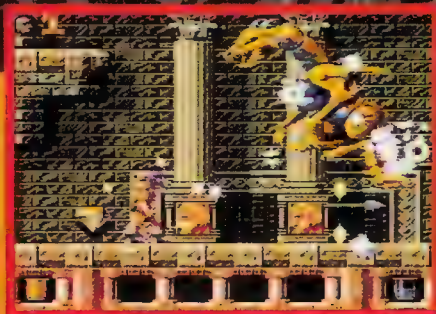
The third world is divided into two major puzzles. The first involves rebuilding a mosaic. Get the door key at the left of the first room and use it and the right-most levers to reveal a hidden door leading to a hall with four rooms.

The next puzzle is based around a candle. Flip each lever to close the trap doors and build a "bridge" to the



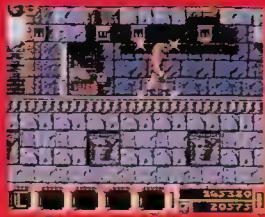
candle in the upper left. Remember to reset the levers to get access to a special gold treasure. Return the candle to the study to get the world key, then the special treasure to a nearby room to get a crystal. Look for a secret treasure room on the first floor in addition to the main treasure room.

Show the dragon your newfound crystal, then duck beneath his fire and shoot to polish him off. Don't let him stay on the right or you lose his treasure.



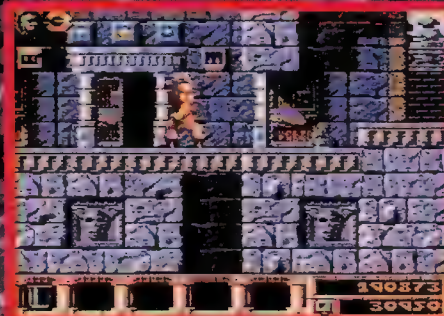
The annoying parts of the first world of the labyrinth can be altogether bypassed. After you flip the first lever, return to the beginning of the world for a trap-door key.

The key opens the secret passage shown here.



This room in the second world provides both a secret passage to the treasure world and one of the crystals you need to earn the world key. Pull the first lever just by the door, then pull the third one and

walk all the way to the left. Now pull the middle lever, then reset the first one to open the trap door. When your crystal drops, go left and enter the treasure room.

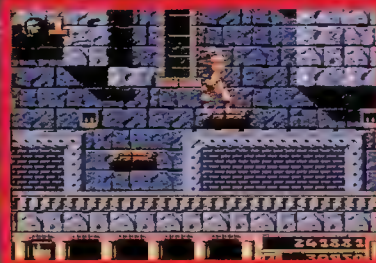


Return all three crystals to the middle room to exit the world.



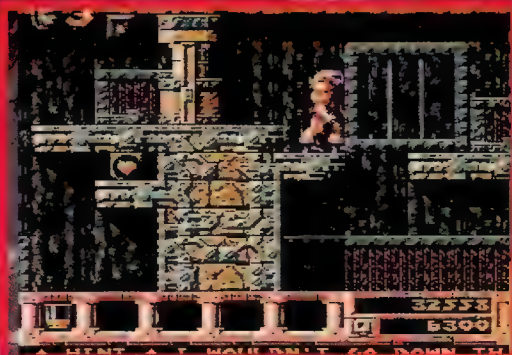
The last world of the labyrinth is easy — as long as you have a shield or two. Go down at

the beginning to collect the flask, then climb back up and over (here's where the shield comes in handy) to get the ceramic pot and blast the beehive.



Jump down and walk to the far left. Flip the lever by the door, then above each of the trap doors to climb up and get the world key. Return to the door and reset the lever to get to the third boss.

Beating the minotaur is easy if you're quick. Continuously shoot him until he starts to jump, then run under him. Run back under when he turns around, then repeat the process until he's dead meat.



Ignore this hint only if you want to complete the first world of the underworld: A secret platform appears to keep you from falling on the spikes.



The friendly neighborhood thief reappears in the second world — this time in robotic form. Climb to the top of this room, go down and get the alien-attraction potion, then pull the lever below the potion to summon the thief-bot. When he has the mortar

and pestle, drop the potion to attract him, then blow him away. Return some tools to the alchemist's room to get the world key.



The final level is pretty simple. Make your way to this set of three levers and pull the one nearest the trap door. Return to the door you just left, reset the lever, and enter to get the world key. Return to the trap door, reset the lever to close it,

and pull the next one you come to. Now enter the final guardian's room.



This guy is pretty tough to beat, but immortality lies beyond.



Accolade and Radical Entertainment are working on a *Sports Talk* hockey game to star Brett Hull and feature the voice of Al Michaels. The word is that the simulation gives EA's *NHL Hockey 93* a run for the money.

SCORE CARD
Acclaim is teaming up with Park Place productions, the designer of *John Madden Football*, to design *NFL Quarterback Club* for Super NES and Genesis. Expect the big game to kick-off in the fall.

GP sports

Game Players

Michael Meyers, Editor

All-Stars Disappoint Fans

NEW SNES GAME NOT UP TO STANDARDS

Take 27 premier NBA players. Put them in a frustrating half-court basketball game with poor play control. What do you get? A game that may sell better than it deserves to.

LJN's *NBA All-Star Challenge* features great digitized images of the best in basketball: Barkley, Ewing, Jordan, Ewing, Mullin, and the rest. But the weak play control and annoying computer opponent make you want to use this cartridge for free-throw practice.



TROUBLE ON THE HARDCOURT

You know there's a problem when you can watch Denver's towering center, Dikembe Mutombo, launch three three-point attempts in two minutes. For one thing, it's unusual for a big man to excel at three-pointers. And it's even stranger for him to shoot them with a 67% success rate.

But just so *Game Players* can't be accused of down-playing Mr. Mutom-

bo's long-range sniping ability, we checked with top NBA stats-keeper, Harvey Pollack of the Philadelphia 76ers.

"How many three-point shots has Dikembe Mutombo tried during his NBA career?" we asked.



After some searching, Pollack came back with the answer. "Zero."

"Zero?"

"None. Dikembe Mutombo has never taken a three-point shot in the NBA," Pollack.

We rest our case.

The digitized players in *NBA All-Star Challenge* certainly look like the actual men,



but they don't play like their counterparts—and that's a big problem when the whole concept of

the game is to create fantasy NBA one-on-one matchups.

PAIN IN THE PAINT

Another negative about *All-Star Challenge* is its rebounding—it's difficult to figure out where the ball is heading after it clangs off the rim or backboard. And unfortunately for you, the computer team knows exactly where the ball's going, so it tends to snare just about every board—both offensive and defensive.

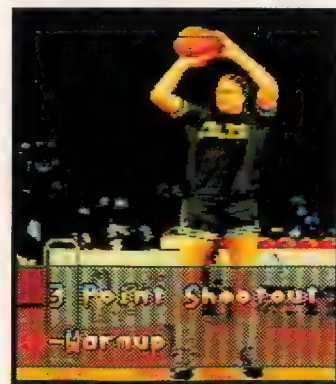
Shooting comes down to timing and touch, not player ability. Hitting and holding the A button at the top of a jump shot seems to add extra mustard to those long-range bombs. Once you get down the timing, anyone can consistently hit a three-pointer ... even Dikembe Mutombo.

OFF THE CEILING, NOTHING BUT NET

In addition to one-on-one workouts, *NBA All-Star Challenge* includes four other game options: Free-Throw Competition, Three-Point Shootout, HORSE, and One-on-One Tournament. HORSE is the most interesting

— a re-creation of the old schoolyard competition in which you duplicate your opponent's shot or risk receiving a letter ("H," then "O," and so on). The first person to spell HORSE loses the match. This *NBA* version is a bit scaled down: You try to shoot from the same spot, rather than duplicate the specific type of shot. But HORSE duplicates the anxiety, suspense, and peer pressure of those clutch shots of yesterday.

The One-on-One Tournament has you picking a four-man team and competing head-to-head, one player at a time,



against the computer team until there's a single winner. Even if all your players are eliminated in the first round, you can still continue, controlling one of the remaining players in each match-up.

The Three-Point Competition is similar to action in a real NBA All-Star Game—although this mode features only two



players shooting 25 balls from five areas around the court's perimeter. Normal balls are worth one point, and the red-white-and-blue "money" ball is worth two points.

The worst segment of *NBA All-Star Challenge* is the "Free Throw" mode. Here, you pick a player and try your hand from the charity stripe. To determine when you release a shot, you must wait for a strange, floating cross-hair to reach the correct position over the basket. It's more like skeet-shooting than anything related to basketball!

OVERTIME

Of course, there are positive aspects of *NBA* in addition to its

high-quality graphics. The player reflections on the court during the game are especially impressive. *NBA* also works well as a two-player contest. Since you eliminate the computer advantages when playing a human opponent, it can be a lot of fun head-to-head. But if you're looking for solid

solo competition, you might be better off playing *HORSE* by yourself at your backyard hoop. *NBA All-Star Challenge* just doesn't make it off the bench.

Graphics: 8
Sound FX: 6
Music: 5
Bells & Whistles: 6
Play Control: 3
Replay Value: 4

OVERALL RATING: 4

Firing Questions at the Rocket

AN INTERVIEW WITH ROGER CLEMENS

There are stars, and there are superstars, but "Rocket" Roger Clemens is in an orbit above the rest. *Game Players* recently talked with the Boston Red Sox pitcher and three-time Cy Young Award winner. We started with a slow pitch: What's his favorite video game?

Naturally, he said *Roger Clemens MVP Baseball* for Super NES, NES, and Genesis. That's certainly to be expected — not only do the games bear his name, but Clemens also had a hand in making them, providing a special section of the game called "Rocket Talk," where he gives gamers on-screen tips that help them make strategic decisions.

"The fellas at Acclaim," Clemens said, "worked very hard with me to make the game as realistic as possible. I've



played other baseball games, and ours are the best ones out there to date. The only thing is that they made me a little harder to hit than I actually am. But getting my name on a video game is good — it gives my fans something else to collect besides baseball cards."

(continued on page 128...)

Baseball Heavy-Hitter Joins Game Dugout

Batter up! Cal Ripken Jr. is ready to take a new swing at baseball. There are a lot of baseball simulations out there, but what makes Mindscape's *Cal Ripken Jr. Baseball* for SNES worth check-



ing out is that it puts the game back into video game and doesn't muddy up the play with flash and trash.

You have two views when playing: the traditional behind-the-plate view and an overhead view that's also seen from be-

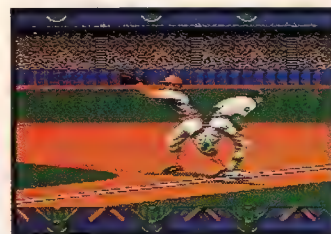
hind home plate. Game options include one- or two-player exhibition matches against each other or the computer. League Play features 17 popular baseball teams. You can even play a team against itself — Boston vs. Boston, Cal Ripken vs. Cal Ripken.

As in any good simulation, you can bunt, change the angle of your swing, steal bases, throw a runner out, slide, shag a pop fly, and make a diving catch. Home runs earn a round of organ music and a close-up of the batter taking a run

around the bases. When throwing to the infield, the ball actually travels with some speed, but expect a bounce or two if you throw beyond your range. Pitching is fun because once the ball is released, you can make it slide, curve, or do anything else you want.

Everything in *Cal Ripken* plays and looks smooth. The graphics and play control are very good, which helps make

this game more believable than some others. By making *Cal Ripken Jr. Baseball* less flashy, by eliminating many of the angle changes and



visual gimmicks, Mindscape has put the fast-paced fun back into baseball. Cal may not be a home run, but he's at least good for a hit.

— Patrick McGee



Graphics: 8
Sound FX: 6
Music: 5
Bells & Whistles: 4
Play Control: 6
Replay Value: 6

OVERALL RATING: 6

There's no question that Clemens enjoys sports games. Next to his self-titled simulations, he admires Electronic Arts' *NHL Hockey*. He enjoys the realistic play, and how close game play is to the actual sport. It's a big hit on the road, as are the *Roger Clemens* games.

"We often play against each other on the road trips, and I've been playing a lot of video games this year in the off-season. I'll be tough to beat — the boys are going to have their hands full."

"When you think you've got everything on the market, bam, they come out with something new."

When we asked him what his favorite system was, he ducked the pitch by saying "I own all the systems. I just bought a new Genesis and Game Gear. I already had all the Nintendo stuff. Every time I get a new system, they always seem to come up with something new — some type of update. When you think you've got everything on the market, bam, they come out with something new."

"Playing games is a very addictive hobby, but having two kids of my own [Koby, 6, and Kory, 4], I'd sooner have them in front of a television playing video games than out running in the streets."

Fan appreciation for his video games has really pleased Clemens. "I get letters from kids all the time, telling me how much they enjoy playing *Roger Clemens*. That's how I know what a good job Acclaim is doing."

Finally, we pitched Clemens a curve: How do the Red Sox look this year?

"With the addition of Andre Dawson, we'll be strong on the field. We'll be there at the end, so don't count us out."

— Todd Mowatt

Roger Clemens Giveaway

Acclaim has provided *Game Players* with three copies each of the SNES and Genesis versions of *Roger Clemens MVP Baseball*. We'll hold a random drawing for the lucky winners on **JUNE 30**, so send in your entries today! Be sure to indicate which format you'd prefer.

Mail to:
Roger Clemens Giveaway
300-A South Westgate
Drive, Greensboro,
NC 27407.

EA Pits Bulls Against Blazers

Another great NBA season is closing — and what a season it was. We were expecting stellar rookie performances from Shaquille and Mourning, but Ellis, Dumas, Weatherspoon, and Gugliotta proved they're worth the big bucks, too. So how do roundball fans survive until fall? Luckily, Electronic Arts is providing fans with *Bulls vs. Blazers* for the Genesis.



This is the third incarnation of EA's "Vs." basketball series, and "if it ain't broke, don't fix it" must have been the company's philosophy. *Bulls vs. Blazers* features NBA teams that take to the hardwood to re-create the 1992 playoffs. It has the same horizontally scrolling court and great graphic representations of NBA players as the two earlier games. And EA trademarks such as the instant-replay feature and players' signature moves are still part of the game, as are game-play options ranging from playoffs to single game matches, or arcade or simulation action.

THE NEW STUFF

However, owners of the 1991 *Bulls vs. Lakers* should be happy with the upgrades and new features in *Bulls vs. Blazers*. First and foremost, EA has increased the number of teams to 16 (from eight). You also have two all-star squads, plus two "edit" teams that put most of the NBA at your disposal. Is Larry Bird too old to start on your team? Dump him in favor of Dominique Wilkins. Is Isaiah Thomas overrated? Bench him and sign John Stockton.

Progressive game stats — a glaring omission in *Bulls vs. Lakers* — is another new feature in this cart. Now you can keep tabs on your hot shooters, as well as your opponent's. In addition, EA has increased the num-

ber of players that perform "signature" moves to a whopping 31. From Scottie Pippen's "Double-Pump Jam" to Barkley's "Gorilla Dunk," you can make them work for you.

The final new feature is the ability to set your defense. You control whether your team presses

full or half court, and how aggressively they try to steal and block shots. Obviously, the more aggressive your players are, the quicker they fatigue.

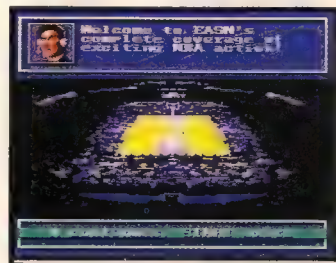
THE BRICKS

Bulls vs. Blazers is a good NBA roundball simulation, but it has some flaws — problems that have consistently shown up in all EA's basketball games. For example, the horizontal perspective forces you, in a sort of subliminal way, to play on the bottom of the screen because it's easier to see your man down there. So your players tend to get jumbled up with the opposition and each other, making it tricky at times to run an offense.

The other problem is the "immovable force" defenders. Players become heavy concrete blocks on the court that can't be budged or dribbled around. You can occasionally knock them over — and pick up a charging foul — but this is rare.

THE BOUQUETS

Like most EA sportsware, *Bulls vs. Blazers* is extremely user-friendly. The instruction manual is necessary only if you want to see which NBA players have special marquee shots. Your teammates and the computer opponents play an intelligent



game, so you don't have to worry about them being out of position on offense -- just dribble, drive, or dish to an open man. Shooting, passing, and defending are also easy to control, always a good feature in a basketball game.

So even if you don't know how many points a successful three-point shot is worth, *Bulls* vs. *Blazers* is worth your time. It's the best NBA simulation

going -- fast-paced, realistic, and filled with the stuff that makes the NBA a hot ticket.

Graphics: 7
Sound FX: 5
Music: 7
Bells & Whistles: 8
Control: 5
Replay Value: 7
OVERALL RATING: 7

Links Action Heats Up with Weather

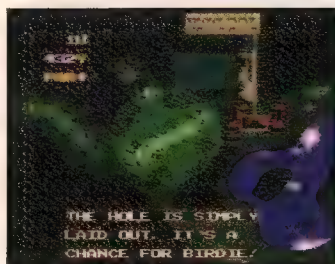
As part of Nintendo's licensing agreement, game companies must create at least one Super Nintendo golf simulation to remain part of the Nintendo family. OK, maybe not. But, really, doesn't it seem that way? In less than two years, there have already been six SNES golf games, and the release of *The Irem Skins Game* makes it seven.

In a field that crowded, it's difficult to create a golf cartridge that's radically different from its predecessors. For one thing, golf isn't a particularly complex sport, although there are plenty of subtleties that a video game would be hard-pressed to duplicate. So while

are also two "closest to the pin" contests during the 18-hole round worth a bonus \$20,000 each. A challenge bonus hole doubles that prize if the hole winner is under par.

The other standout feature is Irem's shot-accuracy system. *The Skins Game* uses a vertical bar with a target stripe in its middle. A needle moving from top to bottom and back goes faster or slower based on your overall accuracy rating. The more accurate the golfer, the slower the needle rises and falls, making it easier to stop it right on the target stripe. Short-distance clubs such as irons cause the bar to lengthen, increasing the amount of time between each pass of the needle over the target stripe.

Unfortunately, despite these two excellent features, *The Irem Skins Game* isn't on par with high-class SNES golf products such as *PGA Tour Golf*. The big negative here is



limited options. You can choose from only four golfers, each with specific strengths and weaknesses. You can't save stats such as best round or longest drive because the game has no battery. And there's only one golf course on which to play -- and it's not even especially unique or well designed.

Other negatives include putting greens with cookie-cutter raised areas instead of subtle shifts in lie, poor background

Magic Johnson Says It All!

The past couple of months have brought big changes to Virgin Games' *Magic Johnson's Super Slam Dunk*. We're not talking about last-minute fine-tuning before Nintendo of America approves the simulation. No -- we're talking major reconstructive surgery!

"At the last Consumer Electronics Show [January 1993]," said Eirch Yeo, a game designer for Virgin, "we saw how tough the competition was in the basketball category. So we moved up the cartridge from four to eight megs, then created a hook."

The "hook" was provided by Chick Hearn, long-time Los Angeles Laker announcer. Hearn loaned his golden voice to the project, filling *Magic Johnson's Super Slam Dunk* with three megs of play-by-play commentary -- more than 100 different phrases in all!

When you throw in another meg of extra animation, you've got a game that looks very different from the original drawing board plans. Hearn now punctuates every play with his exclamations. "He's in the paint ... lays it up -- and in!" "He's slapped on the wrist for a personal foul!" "A no-look pass... SLAM DUNK!" "He drives it in for an easy two!" The voice chip is clearer than in any sports cart to date. And in addition to the great voice, there are additional sound effects emphasizing the fast-paced action.

Of course, whether the extra four megs can increase sales of this game in a crowded field remains to be seen. But one thing is for sure -- the new, improved, more-talkative *Magic Johnson* definitely has a hook!



music, and lame advice offered before each hole. For instance, as you approach #9, you're informed: "The green is surrounded by water. A good shot is key." Hey, we're not pros, but isn't a good shot *always* key?

Graphics: 7
Sound FX: 7
Music: 6
Bells & Whistles: 7
Control: 7
Replay Value: 5
OVERALL RATING: 6

there's nothing revolutionary about *The Skins Game*, two features make it worth a look.

The title option, the *Skins* game, is a hole-by-hole competition where duffers shoot for large cash prizes. If you get the lowest score on the hole, you pocket \$10,000 or more. If the hole's a draw, the cash goes into the pot for the next hole. There

Cyborg Justice

review

SEGA OF AMERICA
GENESIS

Sega of America; 3375 Arden Road;
Hayward, CA 94545

Billy R. Moon

Galactic Unity Agent #127 was on a routine patrol when a horrible accident ended his life -- or so he thought. After the mishap, his remains were turned into a powerful cyborg with strength and abilities far beyond those of any mere human. Memory of his previous life was supposedly erased, but somehow a small glimmer of recall remained deep in his subconscious. And when those memories break through, the young cyborg realizes the truth: That he's being used against his will to do evil for the Cydrek Federation.

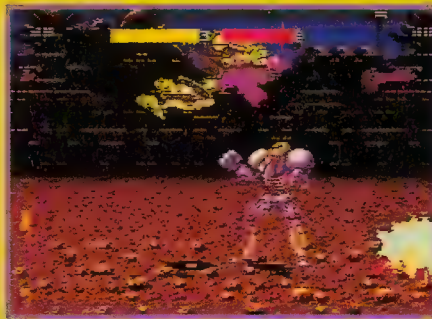
Sound a little like *Robocop*? Sound a lot like *Robocop*? Well, don't hold the similarity against



Carefully design your cyborg. There are more than 200 possible body-part combinations!

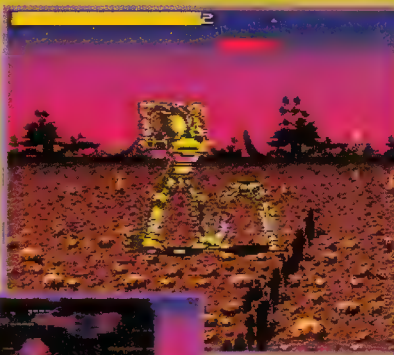


The tank legs give you a powerful attack that quickly destroys most first-level enemies.



The flying jump (Up and C, then Down and A) takes off a lot of enemy hit points.

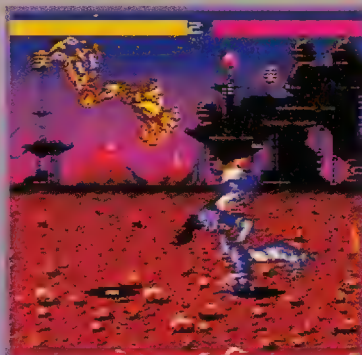
If you're getting low on energy (or are just bored with your current arsenal), feel free to rip off the limbs of your closest neighbor.



Use your power jump to make it through the caverns.

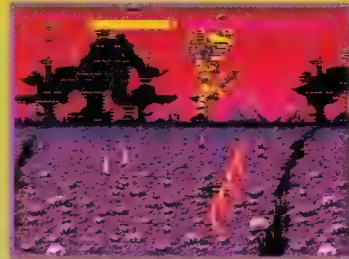
These magnetic circles keep you from moving, so avoid them at all costs — although you can

lure your opponents to them for an easy kill.



Choosing the somersault legs allows you to back-flip away from your opponent when you're in trouble.

Cyborg Justice. Despite controls that take real getting used to, *Cyborg Justice* is the most wicked-awesome fighting game to appear since the original *Street Fighter II*. Game play is much like *Double Dragon*-style games—you walk down a path, fighting everything you face. But each of these encounters



When the boss retreats to the right side of the screen, be prepared to jump over these deadly blades.

is fought more along the lines of *SF II*. Each cyborg you meet has individual moves and abilities.

Luckily, you have about four gazillion available moves to defend yourself — all performed with just the three buttons and directional pad of a normal Genesis controller. If the standard choice of moves isn't good enough for you, you can also add to your arsenal by ripping body parts off your competitors. In fact, the *only* way to replenish your energy is to tear off the other guy's torso. Now *that's* whole-some violence at its finest. And you won't find it in a SNES game!

GP

GRAPHICS	7
SOUND FX	6
MUSIC	5
BELLS & WHISTLES	8
CONTROL	4
REPLAY VALUE	7

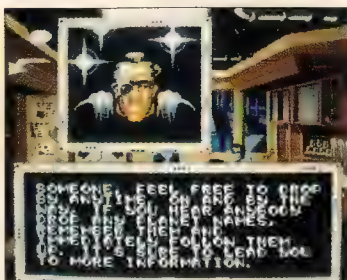
OVERALL

7

STRATEGIC THINKING. KILLER INSTINCTS.



The only action game that requires strategy to win. The only strategy game that's hot enough to melt your armor. With the advantages of an advanced 3-D flight simulator, as well as a shrewd and cunning mind, you'll face the most ferocious intergalactic combat yet seen. Mechwarrior. One of the most original games ever developed.



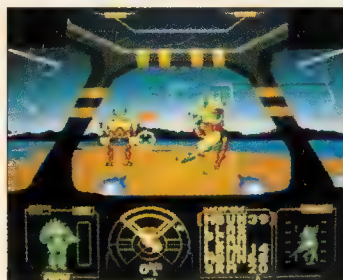
It's the year 3027.

Revenge is your motive. A Battlemech is your method. Outmaneuver, outsmart and outfight the Dark Wing Lance. Pursue every lead.



Track them to the furthest corners of the galaxy. But ya' gotta be smart. Only a great

strategy can ensure victory. Use your missiles, cannons, lasers and jumpjets wisely if you expect to defeat your crafty foes. Your reward? More money to build more powerful 'Mechs, critical to completing your ever more complicated missions.



Perched in the control room of a 60-ton 'Mech, incredible 3-D graphics allow you to command the action.

Use the practice mode and save game features to jump straight into the action. Whether you choose instant action or the rewards of an entire combat career, it's sure to make you sweat bullets. It's Mechwarrior.



MECHWARRIOR IS FOR YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. TO ORDER: SEE YOUR LOCAL RETAILER OR CALL 1-800-477-3650

Darkwing Duck

review

GAME BOY
CAPCOM

Capcom; 3303 Scott Blvd.; Santa Clara, CA 95054

Jonathan Gagnon

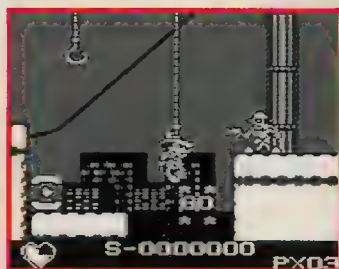
Liquidator, Quackerjack, and Wolf Duck are definitely not characters you'd like to meet in a dark alley — they're all members of the nefarious underworld organization known as F.O.W.L. Most of the most notorious crimes ever to take place in the peaceful city of St. Canard are the work of F.O.W.L., but luckily S.U.S.H. is usually on the spot. There's one S.U.S.H. agent the members of F.O.W.L. fear more than any other — the masked hero known as Darkwing Duck.



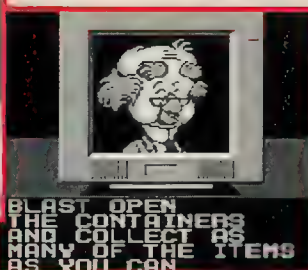
You're the mysterious Darkwing Duck.



Launchpad not only takes you to the scene of the crime, but he tells you who's behind it as well.



The hidden "Go" is nearby — just shoot around until you've uncovered it. Touch it to enter a bonus stage.



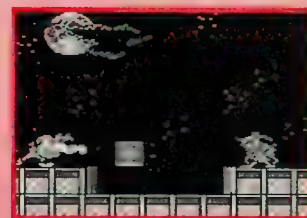
Quackerjack should be called "Scaredy Cat" — he's afraid to stay on the same level as you! Fake him out by dropping to his level, then hop up to the next level and quickly shoot.

Like its NES counterpart, the Game Boy version of *Darkwing Duck* really pushes the envelope of graphic capability and game play. As the mighty Webbed One, you must explore the streets of St. Canard, capturing bad guys with a spray of knockout gas. In turn, the enemy agents lead you to the masterminds of crime.

There are plenty of Darkwing icons and first-aid kits to make your quest easier, and your sidekick Launchpad occasionally pops up, as do other allies such as Gosalyn and J. Gander Hooter. If you're ready to foil malfeasance, don't be a goose — grab *Darkwing Duck*.



Wolf Duck goes crazy when the moon comes out. Jump over his shots while wailing on him.



A platform comes in handy when you've got to trek through the sewer.



GP



Use the tire to cross the spikes safely.

GRAPHICS	8
SOUND FX	7
MUSIC	6
BELLS & WHISTLES	8
CONTROL	7
REPLAY VALUE	8

OVERALL

8

Dream Probe

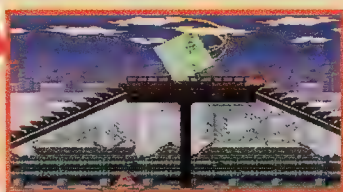
Review

SUPER NES RENOVATION

Renovation; 4655 Old Ironsides Drive;
Suite 265; Santa Clara, CA 95054

Jonathan Gagnon

The challenge of a school science fair comes to life in Renovation's new game, *Dream Probe*. The heroine is Surreal, a student in Japan who won her high-school science fair with a miraculous invention — the Dream Probe. With this instrument, Surreal



Once you have the shield, jump down to clear out the aliens.

can hook up people so their dreams can be viewed on a monitor.

When Surreal brings her invention to an international contest in the U.S., something goes wrong during a demonstration. Surreal's friends, Ron and Maria,



This transparent boss tries to spear you with his tentacles. When he strikes, dodge, then move in close to hit him rapidly.

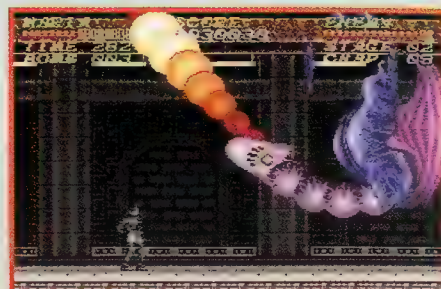
try to wake up the girl, but instead, they're pulled into her dream!

Dream Probe is a great eight-meg game that scrolls both horizontally and vertically. It also has more than 17 songs on its soundtrack. You can play as either Ron or Maria, searching six levels for the missing Surreal, who has left a trail of protein pellets for you to follow. Grab the pellets to power-up your weapon, earn dream bombs, or restore your hit points. Unlimited continues also help keep down the nightmarish aspects of Surreal's dream.

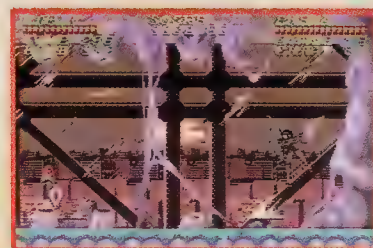
GP



Mission 1 — Accomplished!

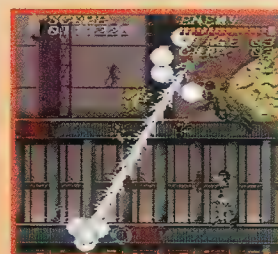


This boss tries to fry you.

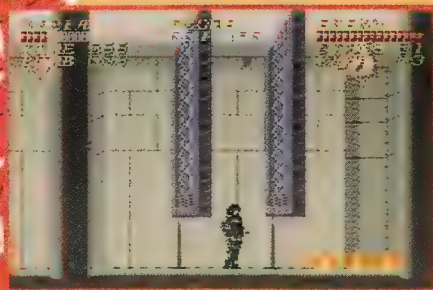


Stay in this corner and enemies walk into your weapon.

Aim at this mammoth moth's antennas — but make sure it has shot its lasers before you get too close.



This bug uses fire to kill you. When you see the fire coming, move away, then attack.



Watch out for walls that suddenly crash to the ground. Wait patiently for them to rise again before advancing.



This subway is a perfect breeding ground for alien scum.

GRAPHICS	8
SOUND FX	6
MUSIC	6
BELLS & WHISTLES	7
CONTROL	7
REPLAY VALUE	6

OVERALL

7

Indiana Jones and the Last Crusade

review

**U.S. GOLD
GENESIS**

U.S. Gold; 631 Howard Street, Suite 310;
San Francisco, CA 94105

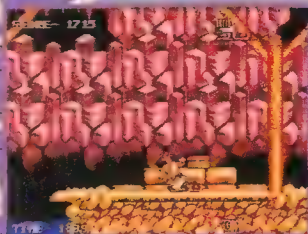
Billy R. Moon

The *Indiana Jones* series is arguably the greatest set of adventure flicks ever created, and *The Last Crusade* is arguably the best of the trilogy. Likewise, the PC game is one of the best icon-based graphic adventures. But the Genesis *Last Crusade* is unbelievably disappointing. Not only is it unworthy of the *Indiana Jones* name, it would be a sad game even if it starred Gilligan or one of the Brady Bunch.

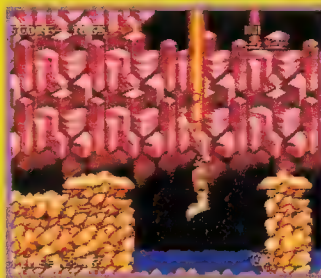
In a technical sense, there's nothing majorly wrong with *The Last Crusade*. The graphics are very good, except that Indy's missing his face. The music may not be state of the art, but it does provide you with an acceptable rendition of the familiar John Williams theme. The sound effects — particularly the screams of pain — aren't much, but they're just slightly below average for a Genesis game. All in all, the graphics and sound are average.



When you're in a tight space, be careful not to bump your head.



Conserve valuable whip energy by using your fists to open these power-up chests.



Press B while you're at a standstill to swing across the deadly pool of water with your whip.

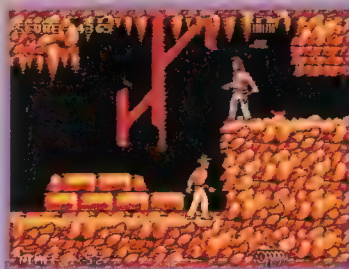
Your torches burn for only a limited time, so be on the lookout for new ones.



However the game play is just awful. At times it's challenging, but the difficulty generally stems from trying to figure out the best way to avoid bumping your head or falling into deadly water (didn't this man of adventure ever learn to swim?). You never can tell what mundane little object is going to prove lethal to Dr. Jones — this is probably the first video game ever to feature a killer giraffe. Not that Indy gets *trampled* by the giraffe. No — he's killed when the giraffe pops his head out of a circus car. Yeah, right. Topping it all off, you must constantly power-up your whip unless you've got 20 minutes to spend defeating each bad guy.

Indiana Jones is a truly cool hero who doesn't deserve having his name attached to such a lousy game.

■■■■■■■■■■
GP

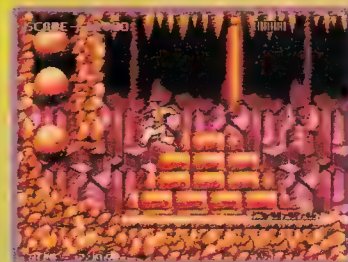


Stand next to the platform to avoid getting hit by the knives this guy throws at you, then jump up and snap his legs with your whip.



Since your whip has a better range than the block of wood this guy is toting, wait for the stalactites to fall, then step

forward slightly and swing your whip twice. Quickly step back again to avoid more stalactites, then repeat the process.



After defeating the boss, be prepared to jump to the rope as quickly as possible to avoid being crushed by the boulders.



Watch out for the killer giraffes that pop out from the circus train!



Be prepared to duck as you approach tunnels.

GRAPHICS	6
SOUND FX	6
MUSIC	4
BELLS & WHISTLES	3
CONTROL	7
REPLAY VALUE	4

OVERALL

4

Lethal Weapon

review

OCEAN SUPER NES

Ocean; 1855 O'Toole Avenue;
Suite D-102; San Jose, CA 95131

Billy R. Moon

There may not be roman numerals in the title, but this *Lethal Weapon* is based on the third movie in the series. Half-crazed Riggs and his family-man partner Murtaugh must take on everything from "subduing" drug smugglers to overcoming a hostage situation at the local shopping mall. Ultimately, their mission means they must join forces with the police department's dreaded Internal Affairs division in hopes of tracking down a corrupt former police officer.



You begin the game in the police department. The case you're assigned depends on the office you enter.

The most annoying thing about *Lethal Weapon* is that it falls just shy of greatness in every department. The digitized graphics beginning each level are cool, and most of the other graphics border on excellent.



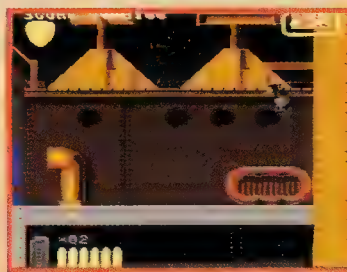
Digitized screens feature Mel Gibson and Danny Glover in scenes from *Lethal Weapon 3*.



Once he's climbed to the top of a steel platform, Riggs must jump to this pipe and hand-walk across to the swinging I-beam. That hard-hat dropping wrenches on you is no help!

Unfortunately, the characters themselves are so small that they look like kids. The music is generally well done, but most of the time it sounds like the nasty Muzak they play before the flick, rather than the awesome Clapton-induced soundtrack. The sound effects aren't bad, but the gunshots are a bit cheesy.

Lethal Weapon's biggest problem, however, is that it's just too awkward. Riggs and Murtaugh can both perform a neat rolling move, but they're otherwise lim-



Try jumping on these rubber rafts when you need to reach something high above you.

Back at the station, report to the plainclothes division.

Some punks have planted bombs in the subway — it's your job to find the explosives before innocent lives are lost.



ited to shooting everything in sight. OK, so that's a pretty *Lethal Weapon*-like concept. But the firepower in this game is too limited. The peashooter these guys tote



Unfortunately, you must look for the bombs beneath the city's streets — in the slime and muck of the sewers and subways.

doesn't remotely resemble the ultra-powerful semi-automatic weapon Riggs generally carries around. Even more annoying is your inability to shoot while climbing or crouching.

The real *Lethal Weaponers* could blast away every bad guy in Los Angeles while making a quality ham sandwich and watching Murtaugh's daughter on TV if they really wanted to.



Leo. Use the computer monitors to activate doorways and access stairs.

GP

GRAPHICS	7
SOUND FX	6
MUSIC	7
BELLS & WHISTLES	5
CONTROL	4
REPLAY VALUE	5

OVERALL



FLEER**CARD TIMES**

© MLBPA 1992

1993 FLEER ULTRA™ BASEBALL GETS AN "A."

'92 Premium Card Set Of The Year
Is Even Better For '93.



Basic card front—more gold
foil stamping!



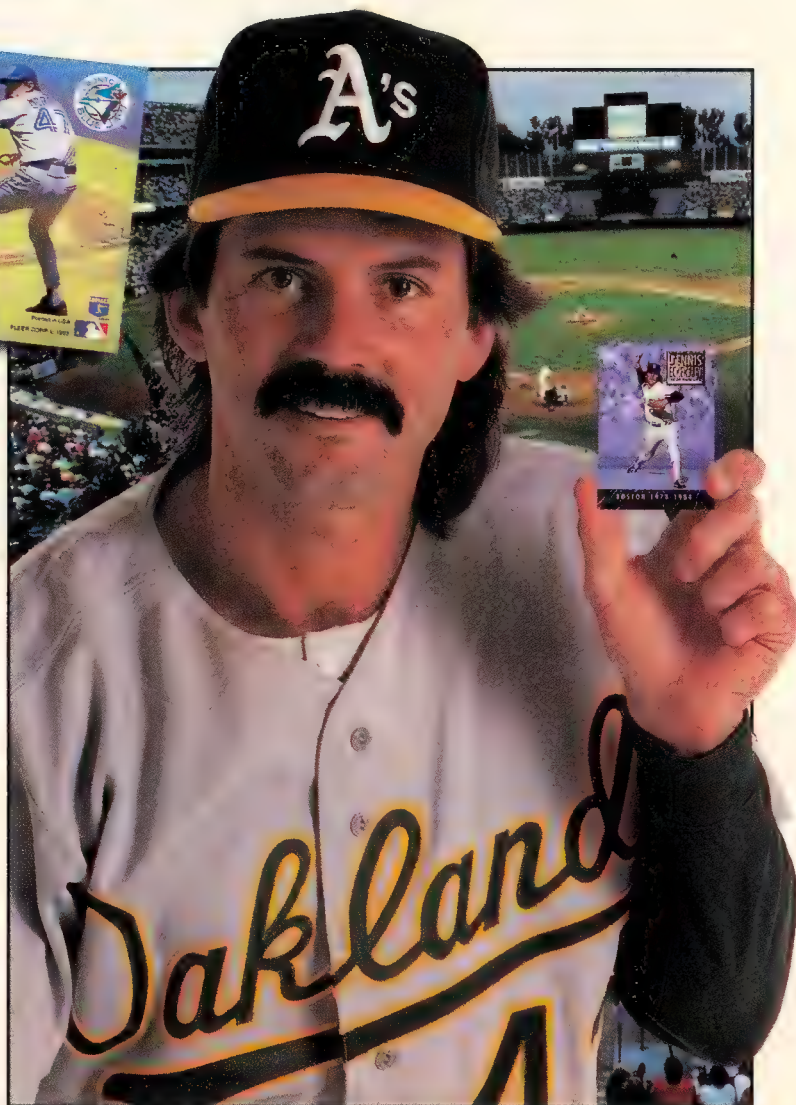
Basic card
back—new design!

So...how did we improve upon last year's hottest cards? By adding more gold foil stamping on all 300 basic card fronts. A bigger front photo. Two photos on the back, with an amazing ballpark background. High-impact graphics and UV coating on both sides. And a 25-card "Ultra Rookies" subset in the basic series.



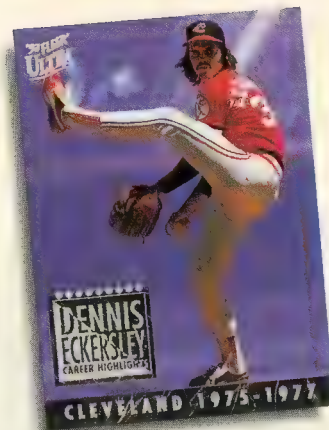
YOU CAN'T BUY A BETTER BASEBALL CARD.

© 1993 FLEER CORP. MT. LAUREL, NJ 08054



An Eck-ceptionally Collectible Subset—With Over 2,000 Signed Cards.

We're honoring '92 A.L. MVP and Cy Young Award-winner Dennis Eckersley with a very-limited-edition "Career Highlights" subset—in both Series I and the upcoming Series II. These 10 distinctive cards have silver foil stamping on both sides. They show "Eck" with all four teams he's played for. And the A's stopper has hand-signed over 2,000 cards for random insertion!*



One of 10 Eckersley "Career Highlights" subset cards.

More Limited-Edition Subset Cards—With Gold Foil Stamping On Both Sides.



"Top Glove" card.

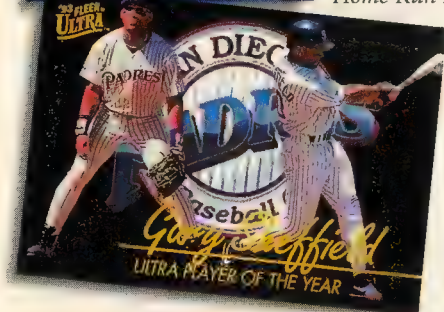
"Home Run King" card.



"Rookie Of The Year" card.



"NL MVP" card.



"Ultra Player Of The Year" card.

For extra collecting value, we're putting foil stamping on both sides for the first time ever! That includes 25 "Ultra Award Winners" plus 10 "Home Run Kings." And we've designed some of the hottest subset cards you've ever seen. Check 'em out—they're randomly inserted in all foil packs.

Here's The Closer:
AN ECK-CITING MAIL-IN OFFER
Two More "Career Highlights" Cards.



Two limited-edition cards are available only by mail for 10 wrappers plus \$1. See pack for details.

*No purchase necessary for a chance to win a Dennis Eckersley signature card. Send a SASE to: "Eckersley Signature Card," P.O. Box 714, Church Hill, MD 21690. One request per envelope, mailed separately and received by 9/30/93. WA/TV may omit return postage. NOTE: Signature cards are fun to find and collect, but are of indeterminate value and are subject to changing market conditions. ODDS: Dennis Eckersley "Career Highlights" signed cards (all packs and mail-in offer): 1:25,000 packs. Unsigned "Career Highlights" card: 1:30 packs. "Ultra Award Winners" card (includes "Top Glove," "Rookie of the Year," "MVP," "Cy Young Award Winner," "Cy Young Award/MVP" and "Ultra Player of the Year"): 1:12 packs. "Home Run Kings" card: 1:30 packs.

Product Information Number 149

Push-Over

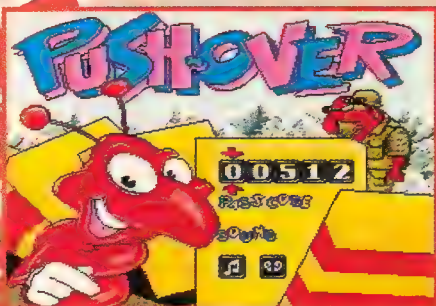
review

SUPER NES OCEAN

Ocean; 1855 O'Toole Avenue; Suite
D-102; San Jose, CA 95131

Patrick McGee

There's a puzzling new game in town that features a pushy, pesky pest — G.I. Ant. This little insect's goal in life is to gain access to Captain Rat's Treasure Caves. But the only way he can succeed is to push his way through the dangerous Domino Domain. In each

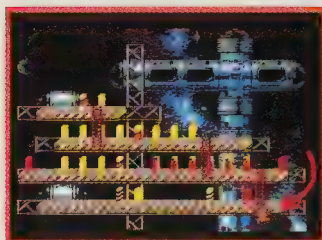


of many puzzle rooms, G.I. Ant must start a domino reaction that opens the exit door so he can advance to the next level.

With careful study, lots of patience, and some trial and error, you can help G.I. Ant complete his mission.

Push-Over is a one-player game with nine levels of puzzling fun. Luckily, there's a handy password feature so you can pick up the pushy action wherever you left off.

Each time you solve a



Beware of long ladders in space — one small step could mean one giant leap ... to death (passcode 11782).

puzzle under the time limit, you earn a token that acts like a "get-out-of-jail free card" — you use it to reset a puzzle you've screwed up or continue past a screen if you've solved it, but gone over the time limit.

In addition to its passcode feature, Push-Over also has a Help option. If you're close to a solution, but still fall short, you can get a hint on the final resolution. The Help option also shows you the purpose of the various domino blocks — which brings out a major disadvantage to the game. The ten dominoes are all yellow and red, but they're striped depending on their function. For example, a thin red line through a yellow block indicates that the domino can turn into a bridge. Two thin lines means the domino vanishes, and a thicker red line means it tumbles. Keeping the dominoes straight is more challenging than any of the puzzles!



You must find nine bundles of cash to reach the final screen (after finishing, passcode 07168).

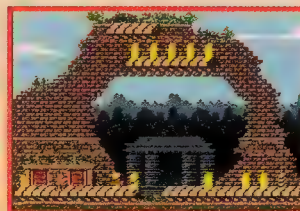
Set up the delay and fall to the exit before you're cut off (passcode 07168).

With small graphics and crowded screens, Push-Over can be hard to follow. And if you get stuck, you're out of luck because there's no way to advance without solving the puzzle. It's good to see a puzzle game for the SNES — there are very few others — but despite Push-Over's interesting concept, playing with G.I. Ant is certainly no picnic.

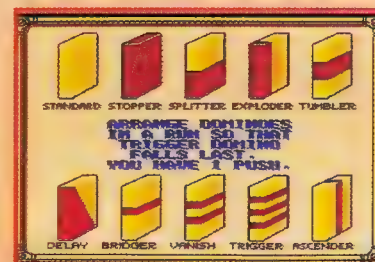
GP



All it takes is one good push to do the job!



There are many different, puzzling worlds to clear (passcode 05122).

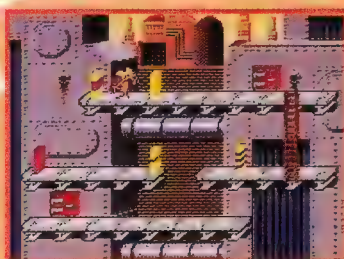


The ten dominoes all do different things.

GRAPHICS	4
SOUND FX	5
MUSIC	5
BELLS & WHISTLES	3
CONTROL	5
REPLAY VALUE	1

OVERALL

4



Sumo Fighter

review

**DTMC
GAME BOY**

DTMC; 370 Convention Way; Suite
202; Redwood City, CA 94063

Jeff Lundrigan

Sumo Fighter had a certain amount of promise. With the exception of *Street Fighter II*'s E. Honda, you don't see too many sumo fighters in video games, and the idea of some enormous, diaper-clad hero stomping his way through umpteen levels is amusing.

But *Sumo Fighter* just ain't the one. Bon Chan, undefeated Sumo champion, receives a note from the evil Hambei — his girlfriend has been kidnapped. The kidnapping is part of a plot to get Bon Chan out of the way so some other guy will win the next title bout.

And so it goes. The game has the attractive look of traditional Japanese art, but the animation is so stiff that it's often tough to make out what's going on. *Sumo Fighter* is a large game, but all the levels are basically the same — they just get tougher.

You spend a lot of time breaking open rocks and searching



Find bonus items by breaking open rocks — making little ones out of big ones is nobody's idea of fun.



Whatever the game's faults, the bosses are very tough. This one tunnels beneath you — slap him down, or you're one dead fat man!



Every stage has a hidden temple. Inside you compete for bonus points, but the excitement of a sumo match is, well, underwhelming. Use points to build up your powers.



for temples where you compete for bonus items. If you can accumulate enough EX points, you can boost your fighting power and life meter. Trouble is, the rocks get harder to break, so you *must* pump up your fists or you can't power-up anything. Miss a temple or two, and you won't get anywhere.

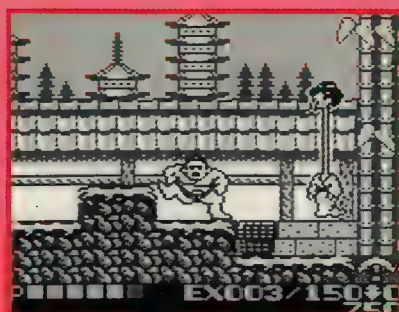
It's easy to save your progress since you get passwords at the end of every stage — but why would you want to?

GP

HIGH SCORE 100000

LEVEL 4
LEVEL 3
LEVEL 3

EX000/150+1 820



The Sumo Foot-Stamp works like a smart bomb, harming every enemy on-screen. Use it when enemies are perched above or below you.

GRAPHICS 5
SOUND FX 4
MUSIC 5
BELLS & WHISTLES 3
CONTROL 4
REPLAY VALUE 4

OVERALL

4

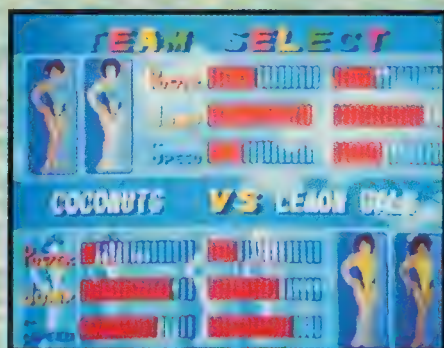


Bon Chan's girlfriend has been kidnapped! Golly — what an original way to start an adventure!

AHEAD OF THE GAME

Dig 'n Spike Volleyball

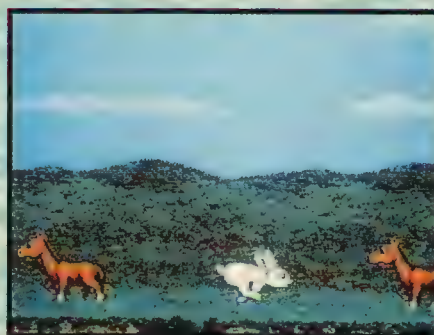
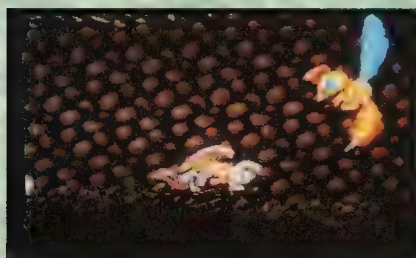
From the people who developed *Super Tennis* comes the first SNES volleyball game! *Dig 'n Spike* is filled with different playing options, starting with the number of courts from which you can choose. You can play anywhere from indoor hardwood to sunny beaches and more! You can also pick male or female competitors in single or doubles play. Because of its outstanding features and super-hot graphics, this game promises to be a beach bum's dream!



Super NES	
PUBLISHER	DEVELOPER
Hudson Soft	Tonkin House
8 megs	June

E.V.O.: Search for Eden

E.V.O. is the latest adventure game from Enix, the folks who brought you *Actraiser*, *Soul Blazer*, and the *Dragon Warrior* series. This mammoth, 60-plus level game lets you take the form of Earth's earliest life-forms. It's survival of the fittest as you take on prehistoric creatures in savage "tooth 'n claw" battles. With each victory, you earn valuable E.V.O. points, which you use to "evolve" by customizing your character with "Multi-Change" features. Up to 150 of your bizarre creations can be saved. Colorful graphics and a rich variety of enemies highlight this one.



Super NES	
PUBLISHER	DEVELOPER
Enix	Enix
12 megs	May

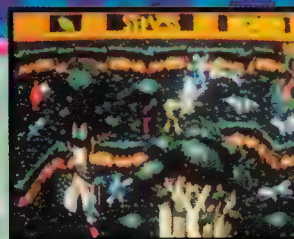
The Lord of the Rings

Interplay is following up hits such as *Out of This World* and *The Lost Vikings* with a game version of a classic tale of fantasy. *Lord of the Rings*, based on J.R.R. Tolkien's immortal book, will be an in-depth role-playing adventure unlike any Interplay has released for video-game systems. Expect all the characters from the book as well as large, colorful graphics.

Also on the Interplay front is *Claymates*, which uses digitized "claymation" graphics to give the game a unique look and feel; and *Rock 'n Roll Racing*, which lets you customize your off-roader in a wild cross between *R.C. Pro-Am Racing* and *Super Off-Road*. Both of these games will initially be released for Super NES.



Lord of the Rings



Claymates



Rock 'n Roll Racing

Super NES	
PUBLISHER	DEVELOPER
Interplay	Interplay
megs: n/a	May

Mad Dog McGee

Shoot 'em up, partner! *Mad Dog McGee* marks the first home video game from American Laser Games, as well as the first Sega CD game that uses the Menacer light gun. Frequent arcade-goers aren't strangers to the hit coin-op game of the same name, which topped the charts and brought laser-interactive games back from *Boot Hill*.

In *Mad Dog McGee*, you take on a wily bunch of outlaws led by the notorious Mad Dog. They've locked the sheriff in his own jail and are now wreaking havoc all over town.

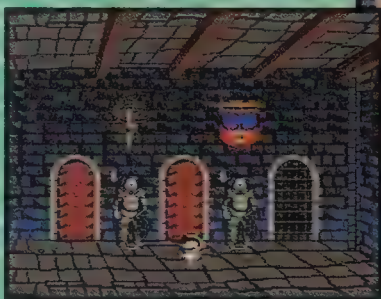
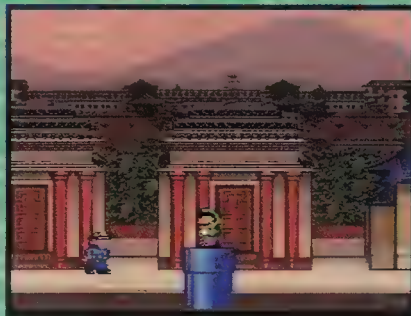
With graphics that were filmed rather than drawn, *Mad Dog* has a very "cinema-like" appeal. Look for more American Laser Games titles soon, starting with *Mad Dog II: The Lost Gold* in the coming months.



Sega CD	
PUBLISHER	DEVELOPER
American Laser Games	American Laser Games
megs: n/a	August

Mario Is Missing

Holy cow! Mario IS missing — from Nintendo! Has someone alerted the company? Mario's been seen in two Software Toolworks titles in the past month! But it was a vacation well spent — his new games live up to the quality one expects from a star of his magnitude. In *Mario Is Missing*, you take control of Luigi, Mario's less-famous, taller, greener brother in a quest to rescue the big M himself. The game plays like *Carmen Sandiego*, but Mario's friends make appearances, and you may learn a little something along the way. Don't be too concerned about rescuing Mario. You're sure to find him in time for the next *Super Mario World* game.



Super NES, NES

PUBLISHER	DEVELOPER
The Software Toolworks	The Software Toolworks
8 megs	July

Top Gear 2

We enjoyed the original *Top Gear* so much that we begged Kemco to let us see an early version of *Top Gear 2*. These screens are very preliminary, so the graphics might change drastically before it's released.

Expect *Top Gear 2* to keep the same format and two-player mode of the original game — only with bigger and better graphics, and even more intense two-player action! You can drive in rain, snow, and other dangerous weather conditions as you race down highway after highway in red-hot sports cars. This is one game racing fans definitely don't want to miss!



Super NES

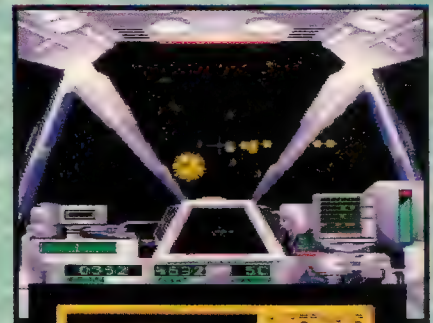
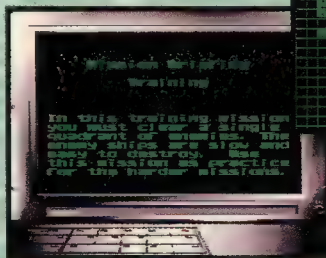
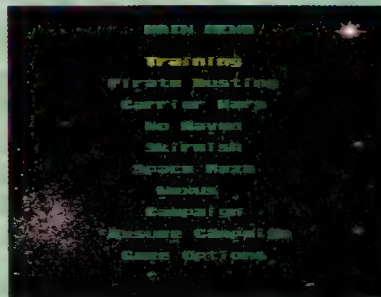
PUBLISHER	DEVELOPER
Kemco	Gremlin Graphics
8 megs	July

WarpSpeed

Whoosh! *WarpSpeed* lets you soar through the spaceways with the greatest of ease. Released last December for SNES, *WarpSpeed* is a kind of action-oriented flight simulator in the *Star Control* mode. You take control of some of the galaxy's hottest spacecraft and weaponry in order to fight off rogue alien forces. Find the enemies on a grid-map of the universe, then decide whether you should abandon your current mission to accept their challenges.

If you don't accept, they might destroy everything in their sector. If you *do* accept, you run the risk of not arriving in time with valuable supplies, not protecting a space station from enemy attack, or not finding the source of a strange energy field.

In-between dogfights, stop by space stations for repairs and ammo. But don't rest too long — the universe needs you!



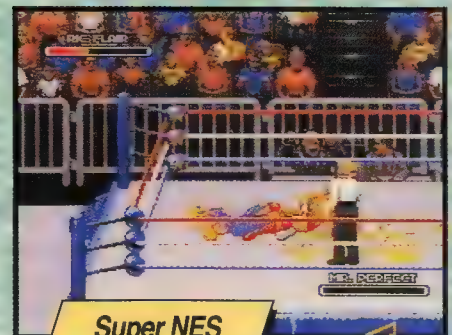
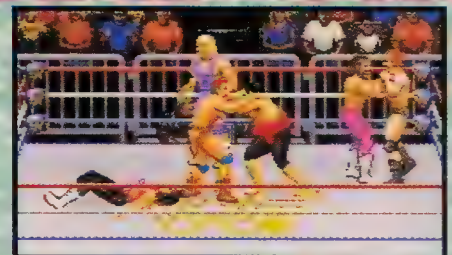
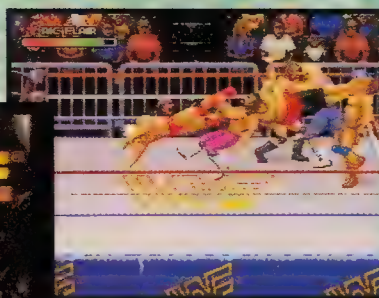
Genesis	
PUBLISHER	DEVELOPER
Accolade	Accolade
megs: n/a	June

WWF Royal Rumble

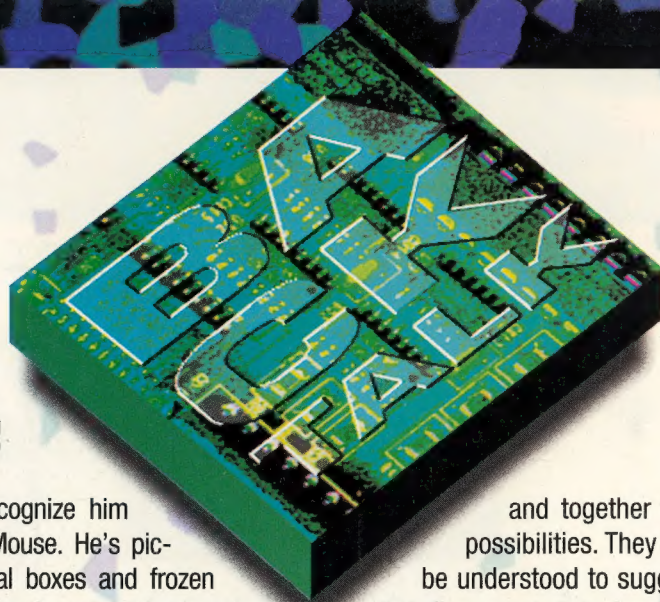
Hey, fellas — feelin' a little logy? Snap out of it! LJN has taken its original SNES smash and pumped it up!

Now you can choose from a dozen of today's hottest wrestlers and contend for the championship belt. Or you can go for the ultimate challenge — the Royal Rumble! Six wrestlers in the ring! No refs! No rules! Just a buncha guys wanting to tear each other's heads off!

The action gets even dirtier when you add new moves such as choke-holds and eye-gauges, and you can use them both in and out of the ring. Best of all, the signature moves missing from the first title have been added to this sequel!



Super NES	
PUBLISHER	DEVELOPER
LJN	Sculptured Software
16 megs	June



It's a Mario World!

More people recognize him than Mickey Mouse. He's pictured on cereal boxes and frozen dinners, sleeping bags and backpacks from Shanghai to Dallas and every point in between. He's Mario, the world's most famous plumber. He's also a prominent element of Random House's new book, *Game Over* by David Sheff. Sorry, Sonic — maybe when you're 12, you'll get a book, too.

Game Over tells the story of the rise and rise and rise of Nintendo. Although it concentrates on the business and economics behind the scenes, there's also a humorous detailing of the creation of Mario, from second banana in *Donkey Kong* to mega-hero of today. Here's an excerpt:

[Japanese designer Sigeru Miyamoto] "wanted the main character to be goofy and awkward. He chose an ordinary carpenter, neither handsome nor heroic.... On a large sketch pad he drew a nose. 'Having a nose or not having a nose is completely different,' he says. 'Noses say a great deal.' The nose Miyamoto created was a distinctive bulbous orb made even more noticeable because of the exaggerated bushy mustache beneath it. From one of his old notebooks filled with characters, he chose a pair of large, pathetic eyes...."

"To make movement obvious in the simple animation of video games, it was important that characters' arms move, so he drew stocky arms that swung back and forth. It was difficult to accurately represent hair in a video game because of inertia: When a character fell, logically his hair would have to fly up. To avoid this problem, Miyamoto added a red cap. 'Also,' he adds, 'I cannot come up with hairstyles so good.' He named the carpenter Mario...."

"When the game was complete, Miyamoto had to name it. He consulted the company's export manager,

and together they mulled over some possibilities. They decided that kong would be understood to suggest a gorilla. And since this fierce but cute kong was donkey-stubborn (donkey, according to their Japanese/English dictionary, was the translation of the Japanese word for stupid or goofy), they combined the words and named the game *Donkey Kong*.

"When the American sales managers who would sell the game outside Japan heard the name, they looked at one another in disbelief. Games that were selling had titles that contained words such as mutilation, destroy, assassinate, and annihilate. When they played *Donkey Kong*, they were even more horrified. The salesmen were used to battle games with space invaders and heroes shooting lasers at aliens. Yamauchi (Nintendo's chairman) heard all the feedback but ignored it. *Donkey Kong*, released in 1981, became Nintendo's first super-smash hit...."

[Asked to design games for the NES in 1984, Miyamoto] "took a pencil and began sketching the suspended hero from *Donkey Kong*, Mario. Someone had mentioned that Mario looked more like a plumber than a carpenter, so he made the new Mario into a plumber. Since plumbers spend their time working on pipes, large, radiant-green sewer pipes became the obstacles and door-ways to secret worlds in his next game, *Super Mario Bros.*,

which, with the sequels he designed, soon became the most loved video games ever...."

"Between 1985 and 1991 Miyamoto produced eight *Mario* games. An astounding 60 to 70 million were sold, making Miyamoto the most successful game designer in the world. One designer suggests it is because he is left-handed. Miyamoto shrugs: 'I think it is nothing more than destiny.'"



Eat dirt, sweat,
scratch and have
Al Michaels describe
every detail.

The action and color of big league baseball. Nobody can call it like Al Michaels. No game captures it like *HardBall III*.
HardBall III for the Sega® Genesis® maintains its place in the line-up as the #1 selling baseball title of all-time. With new features that'll send every other game back to the minors.

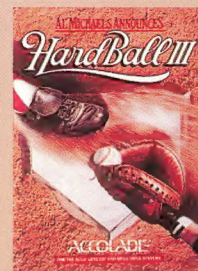


You get the best power in the league: 16 meg ROM with 1/4 meg RAM. 26 authentic big league ballparks. The real 162 game season; including the all-star game and the series. The ability to create and edit your own teams and team logos—even to save games and seasons. Your own "home run derby." Pro calibre "team effort" defense. Accurate stats that are updated and stored for the entire year. VCR-like instant replays that can be saved to your personal highlight reel.



Plus the digitized play-by-play of Emmy award winning broadcaster, Al Michaels.

New *HardBall III* for the Sega® Genesis®. One look, and you'll be itching to play. To order, visit your favorite video retailer or call 1-800-245-7744.



ACCOLADE™
GAMES WITH PERSONALITY.

Al Michaels Announces *HardBall III* is a trademark of Accolade Inc. Sega and Genesis are trademarks owned by Sega Enterprises, Ltd. Accolade, Inc. is neither affiliated with, nor a licensee of Sega Enterprises, Ltd. or any of its affiliates. © 1993 Accolade, Inc. All rights reserved.

Product Information Number 105

SUPER NINTENDO
ENTERTAINMENT SYSTEM

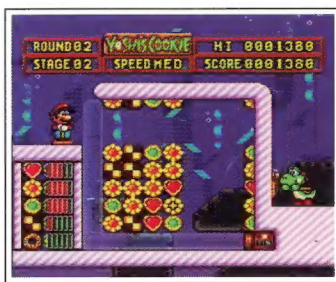
Yoshi's Cookie™

Cookie Chaos for Mario and Yoshi!

Mario and Yoshi are filling in at the Cookie Factory, and the snacks are piling high!

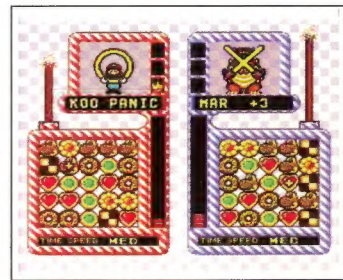
As fresh baked cookies roll out of the ovens, it's up to Mario to sort and stack 'em before they pile too high! Line up a row of the same kind of cookies either vertically or horizontally, and they vanish. Clear the screen to move on to a new level of munchie-madness! Yoshi appears from time to time to stir things up. Play for high score or go head-to-head against a friend or the computer. The mouth-watering madness doesn't let up!

It's a heapin'
helpin' of cookie
crunchin' fun!



Challenge a friend or the
computer for more
munchie-madness!

In the tradition of Tetris™ and Dr. Mario™, Yoshi's Cookie is a heaping helping of lip-smacking, snack-stacking cookie chaos!



- ♥ 100 stages, plus bonus rounds.
- 🍪 1 or 2 players, or play against the computer.
- 🍪 Choose to be Mario, Yoshi, the Princess or Bowser.
- 🍪 Extra puzzle game from the creator of Tetris.

It's a snack attack!

Bullet-Proof Software, Inc.
8337 154th Ave. NE
Redmond, Washington 98052



Yoshi's Cookie is a trademark of Nintendo of America Inc. ©1992, 1993 Nintendo of America Inc. ©1993 Bullet-Proof Software, Inc. Original design by Home Data Corp. Puzzles by Alexey Pajitnov and BPS. Dr. Mario, Nintendo, Super NES and Super Nintendo Entertainment System are trademarks of Nintendo of America Inc. Tetris™ & ©1987 Elorg. Bullet-Proof Software and BPS are registered trademarks of Bullet-Proof Software, Inc. All rights reserved.

Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!